

PRIMA'S OFFICIAL STRATEGY GUIDE

Summoner



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Summoner™

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Getting started

PARTY ITEMS

The inventory list that you can carry in Summoner is infinite — by the time the game is finished, you'll have a thousand items! Between the Weapons, Armor, Jewelry, Magic, and Misc. items, managing what you don't have and have can be a major task. That's why it's a good idea to reevaluate your status each time you get through with a big battle or enter into a new area. During the first half of the game, money (GP) will be scarce, so you'll be wise to sell the items that you have outgrown, especially weapons and armor. Let's take a look at the five categories found in Party Items.

WEAPONS

There are dozens and dozens of different weapons that the four party members can use in Summoner. From simplistic Short Swords to all-powerful Warhammers, each weapon has its own unique set of circumstances behind it. All weapons have a Damage and Speed rating, and all have at least one Skill requirement. The Speed of a weapon directly affects the duration of time between Chain Attacks (see Combat Techniques), where, generally speaking, the quicker the Speed, the easier it is to string together multiple Chain Attacks. In order to use a Katana, for example, your character will need to have obtained the "Sword" skill. The Skill requirement increases as the weapons become more powerful, as most of the bigger weapons will also have a Heavy Arms stipulation, followed by a level (1-10). There are a couple of weapons that do require at least a "9" in Heavy Arms, so keep that in mind when distributing those Skill Points. Many of the weapons also have what's called a "skill modifier", where the weapon causes a particular kind of damage (on occasion), like casting a Fire Arrow or Lightning Spell in addition to doing its normal damage.

ARMOR

Most of the Armor in Summoner is character-specific, so not every piece you find or buy will be useful to every party member. Check the Character Bios section to see all of the items that work for each member. Armor ranges from boots and gauntlets to pants and platemail. There are hundreds of useful armor pieces, and many of them have skill modifiers as well. These modifiers, however, don't inflict damage like the weapons, but instead help protect the wearer in a variety of ways. The Hero's Sabaton (boots), for example, add an additional 15 points to the occupant's (Jekhar) HP level. Other types of armor may raise a Skill level like Dodge or Parry. All of these types of armor can be customized to make your party members proficient in the areas that you see fit.

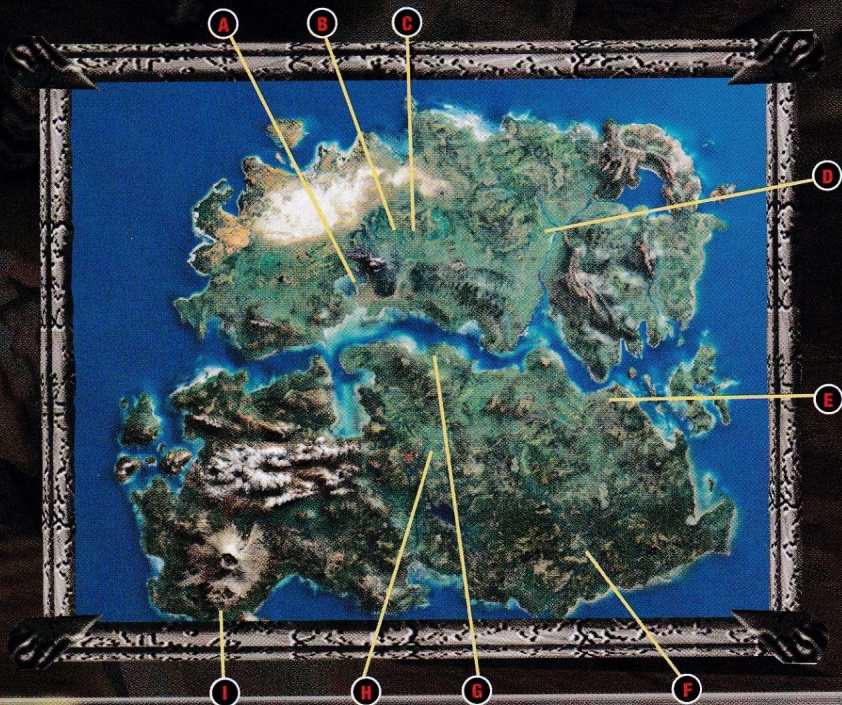
MAGIC

The magic scrolls and potions will be very helpful to you early in the game, before your characters have built up their own magic casting capabilities. The Healing Tonics, Recovery Elixirs, and magic scrolls (Meteor, Curse, Blizzard, etc.) can be carried in mass quantities. The books, tomes, runes, and tracts (Lightning, Fire, Icicle, Revive), however, can only be carried 1 at a time. Some of the items have more than one charge (use), so you can use them up to five times before they leave your inventory. You can check the "info" box to see how many charges are left. If you want to buy another "Tome of Revive", and the one you have has 1 charge left, you'll still only have 1 "Tome of Revive" in your inventory, but it will now have all 5 charges. There are benefits to using the magic from books and runes, as opposed to using the same magic through casting spells — if you try to cast a spell in the heat of battle, your opponent can stop you with a blow. If you use a scroll or tract (etc.), the effect is usually instant!

World Map

LEGEND

- A - Wolong
- B - Jade Temple
- C - Tower of Eleh
- D - Liangshan
- E - Iona Monastery
- F - Ikaemos Swamp
- G - Masad
- H - Lenele
- I - Khosani



JEWELRY

Jewelry consists of rings, torques, and medallions, and is a great way to "power-up" the characters. All of the jewelry items are unique, and they all have at least one skill modifier. In fact, some have as many as 3 or 4 skill modifiers! The Ring of Gods increases Speed (+5), Max HP (+40), and Max AP (+20) — that's a useful ring! But, even the rings and torques that have but a single modifier can be quite helpful. The Medallion of Vigor, for instance, grants the wearer an additional 60 HP! The best thing about the jewelry, however, is that all of the pieces can be worn by all of the members (except, of course, the Summoning Rings). Rings are also very valuable, so if you need some cash, don't hesitate to sell off a ring that has less power than the ones already being worn!

MISC.

Everything else you find in Summoner goes into the "Misc." section of your inventory. All the Bacite tails, Parchments, keys, and every other item you need to complete the mini-quests will be listed in this section. One important thing to note is that the items you find that are listed in blue are the ones that need to be "Identified" (these can be Jewelry, Weapons, Armor, or Misc. items). If you can't identify the item, then Fleece's "Appraise" Skill isn't at a high enough level to open up that item.

COMBAT TECHNIQUES

CHAIN ATTACKS

One of the great gameplay elements found in Summoner is the ability to fight foes with the "Chain Attacks" system. A little chainlink symbol appears over the head of your fighter, signaling the time to press the D-pad in one of four directions. If you time the press with the symbol, you will be allowed to try it again. You can't press the same direction on the D-pad twice in a row. Each character starts out with four Chain Attack Skills, and can earn more throughout the game (the more Chain Attacks you perform, the more Skills that you learn). As you build up the number of Chain Attack Skills, be sure to practice them, and see which ones suit your style. The moves that cast a spell (ie., Revitalize) will cause the character to pause, and leave him/her vulnerable to attack, so it's best to stay away from implementing those tactics. Also, the speed of the weapon in your possession greatly affects the speed which the Chain Attacks are performed, so if you're adjusted to quick hits, you may want to stay with a faster weapon, because a lumbering blunt weapon (ie., Warhammer) will really throw your timing off.

MAGIC

Obviously, casting spells and using other magic items is an essential part of the gameplay. Not only will your party members be required to cast Lightning and Fire spells to attack the enemies, they will also need to use their magic for healing and preservation causes. In addition, there are spells that will need to be cast to help members sneak through areas unseen and unheard. Since you can only carry one magic rune, tract, tablet, and tome at a time (for each spell), make sure you always have the maximum in your inventory. The scrolls are weaker in power, but you can carry as many of them as you like, and we suggest that you carry plenty of Ice Coffin Scrolls at all times. This spell turns the enemy into a big ice cube and renders them harmless.

CHARACTER MANAGEMENT AI

Another gameplay element that will help you along your journey is the ability to set each members' AI (Artificial Intelligence) to one of six different settings. The Melee setting will have that person looking for a fight, while the Support option means that the character will follow the lead (Melee) guy into the battle. Setting the AI to Range keeps the person out of the way of combat, but also means they are too far away to help out! Tuning the AI to Healer sets the character back out of immediate danger, and lets them perform any Heal Spells they have obtained on the members that need the help. Caster turns the person into a formidable fighter, assuming they have the spells necessary to cast! Lastly, the Healer/Caster AI combination is a real help, and is what Rosalind should be set at most of the time.

SKILLS POINTS

Each time a character goes up a Level, they will receive 2-3 Skills Points that can be spread out among the available Skills that the person has. The only stipulation is that the Skills level can never be higher than the player's current Level. Skills Points peak at 10, but can go higher with the use of certain Armor, Jewelry, or Weapons. For example, if you currently have 9 "Dark" points, and then equip the Ring of the Night (+2 Dark), you'll then show an "11" in your Dark column. Check out the Character Bios to see how we suggest to spread out the Skills Points for each party member.

QUEST JOURNAL

Your Quest Journal keeps track of all of the mini-quests that you have encountered. We have provided a complete listing of all of the mini-quests and how to accomplish them (see Mini-Quest section). In addition, the walk through provides more detailed information on the majority of the more difficult and confusing tasks. The mini-quests have no impact on the outcome of Summoner, but they provide a great way to earn additional XP, gold, and special items (most of which can't be found or purchased anywhere else in the game). The mini-quests can be quite time consuming and difficult to accomplish, but the rewards are great and accomplishing the quests will give you greater enjoyment and satisfaction with your Summoner experience.

RANDOM ENCOUNTERS

Random Encounters occur when traveling on the World Map. They provide a good opportunity for gaining XP, and toward the latter half of the game, a good portion of the mini-quests involve finding objects in the Random Encounter environments. The exit of a Random Encounter environment is shown by a yellow line. The map function doesn't work in these locations, but after a few trips through, you'll find the quickest way out!

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Strategies for Joseph

As the leader of the party, Joseph will be under your control for the majority of the game. There will be instances where you'll need to take control of the other characters for extended periods of time, but for the most part, Joseph will be the guy you want to have lead the group. His AI, therefore, should always be set to "Melee", as he will be the one heading toward the enemies.



SKILLS

Joseph starts out with **Sword Weapons**, **Heal**, **Push**, and **Dodge** as his initial list of Skills. Concentrate on adding the Skill Points to the **Swords** and **Heal** categories until you reach levels 7 and 8, then you can start distributing some points into the **Holy** & **Heavy Arms** department. After you find Yago, you will gain the **Summon** skill, and this will be the fourth (and most important) category that you will want to target. Joseph has 17 Skills altogether, but the four listed above are most crucial, and as a fifth, **Magic Resist** can be added to the group. **Swords** will be the main type of weapon that you want to use with Joseph, so the goal is to get that number "maxed out" at 10. The **Heavy Arms** category is important in order for you to wear stronger armor, and for equipping yourself with better weapons. The **Heal** Skill is important, for obvious reasons, and since Joseph and Rosalind are the two that have it (Jekhar gets it at level 10, but by then it's too late to add many points to it), and both will be required to heal/save the party on numerous occasions. Holy spells will be handled mainly by Joseph, as Rosalind will use her Skill points in other categories. Holy spells are great for protecting the party from physical and magical attacks. The **Summon** Skills are key to your surviving the final stages of the game. The higher the **Summon** Skill, the more (and stronger) the beasts will be that Joseph can summon.

CHAIN ATTACKS

Joseph has four Chain Attacks at his disposal at the beginning of the game, and will earn an additional four throughout the game. By the time you've gathered all eight of the Chain Attacks, the best four to use are **Desperation**, **Burn Hands**, **Mind Drain**, and **Life Leech**. **Burn Hands** works well against most enemies, especially those that are vulnerable to fire based attacks. The **Life Leech** is good because it does damage AND recovers HPs (as opposed to **Revitalize**, which gives HPs back, but also leaves you open to getting hit). **Mind Drain** is a great way to keep the APs coming, because each time you use a Chain Attack, you'll lose APs. **Mind Drain** will steal APs from the enemy, and give them to Joseph! **Desperation** is the last Chain Attack to keep, as it does a goodly amount of damage (certainly if you've taken a beating!).

BEST ITEMS TO EQUIP

Obviously, each time you find or buy a new weapon, piece of armor, or jewelry, you'll want to check to see if that item is better than what you're currently using. This may be hard to do on a consistent basis, so a good way to remind yourself of this is to examine your status at the end of each fighting level (getting through the Sewers, for example). As the #2 fighter and #2 healer, Joseph needs to have items that help contribute to his ability to fight/stay alive and cast spells. Wear rings and medallions that increase his HP, AP, and Skill Points for Spells. Armor that has more protection is generally better than armor that has less protection but offers some sort of increase in Skill points. When you start to get the Summoning Rings, you'll notice that the rings increase in power the longer you wear them. Since you can only wear two at a time, you can try to wear them equally, or just concentrate on two, and get them as powerful as possible. The latter of the two choices is the better, and the two rings to concentrate on are the **Ring of Light (Wraith)** and the **Ring of Fire (Blood Elemental)**. By the time you get to the final boss, your minimum equipment to have includes: **100-Fold Katana** (75 Damage, 1.0 Speed), **Medallion of Vigor** (+60 HP), **Summoner Chainmail** (40 Protection, +2 Summon Points), **Summoner Leggings** (15 Protection, +1 Summon Points), **Springsteel Boots** (15 Protection), **Summoner Gauntlets** (20 Protection, +2 Summon), and the two rings mentioned above.

Level	XP	HP	AP
1		64	20
2	100	96	23
3	200	128	26
4	350	160	29
5	600	192	32
6	1000	216	35
7	1800	240	38
8	3200	264	41
9	5000	288	44
10	8000	304	46
11	12000	320	47
12	17000	336	49
13	24000	352	50
14	33000	368	52
15	44000	384	53
16	58000	400	54
17	76000	416	55
18	96000	431	56
19	120000	447	57
20	170000	455	58
21	320000	463	59
22	570000		

SKILL Obtained at Level:

Sword Weapons	1
Push	1
Dodge	1
Heal	1
Summon **	1
Staff Weapons	5
Parry	6
Holy	7
Heavy Arms	8
Fire	9
Bow Weapons	10
Blunt Weapons	12
Magic Resist	13
Double Attack	14
Axe Weapons	15
Dark	16
Counter Attack	17

** (Can't get until after meeting Yago in the palace)

CHAIN ATTACKS

Added Blow	Standard secondary attack.
Desperation	Does damage with the amount of damage taken.
Confusion	Removes APs from enemy.
Revitalize	Party regains HP.
Burn Hands	Does fire-based damage.
Push	A successful push will increase the chance for next attack.
Mind Drain	Target loses AP, while Joseph recovers AP.
Life Leech	Does damage & recovers HP.

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Fleece

Fleece is the first person to join the party, although she comes with many questions — Who is she? Why is she helping Joseph? Can she be trusted? It will require many hours of gameplay before most of these questions can be answered, but in the end, she will prove that her loyalty to the group is unquestionable.

SKILLS

Fleece has six main Skills that should be honed: **Sword Weapons**, **Bow Weapons**, **Heavy Arms**, **Appraise**, **Pick Lock**, and **Sneak**. She begins the game with **Bow Weapons**, **Pick Lock**, **Dodge**, **Sword Weapons**, and **Aimed Attack** as her initial list of Skills. Focus on the **Bow Weapons** and **Pick Lock** traits, as those will be skills that need to be at the limit before the others. After Fleece reaches level 10, she'll have gained **Kick**, **Backstab**, **Heavy Arms**, **Appraise**, **Hide**, and **Parry**. The **Appraise** skill is of the utmost importance, as you will need to have a "10" on this by the last stages of the game in order to "Identify" certain items that you find. The items won't be of use to the party until they can be identified, and some will not work unless you have reached point level 10. The **Heavy Arms** is the other Skill that needs to be accounted for at this time. The **Trip**, **Dark**, **Magic Resist**, and **Counter Attack** are all obtained by the 10th Level, but other than a few points for magic Resist, you don't really need to worry about the others. Fleece will obtain the **Sneak** Skill after she meets Yago, and you should try to bump this skill up as well. When Fleece goes Solo, it will come in handy. The **Bow Weapons** will be of great significance early in the game, but you also want to have her handle **Sword Weapons** with expertise, too, as this plays a big factor in your later success.

CHAIN ATTACKS

Like the other members of the party, when you first get Fleece she has four Chain Attacks that she can string together. Eventually, she will have nine to choose from, with the best four being **Silence**, **Blind Stab**, **Arm Slice**, and **Leg Slice**. Each of these Chain Attacks offers something other than just doing damage. **Silence** makes it so the target cannot cast spells, while **Blind Stab** blinds the enemy. **Arm Slice** inflicts a crippling blow to the target, and **Leg Slice** will slow the enemy down. If you want to add a bit more damage to your grouping of Chain Attacks, you can use the **Desperation** in place of the **Blind Stab**.

BEST ITEMS TO EQUIP

Fleece is not the best fighter, and will have no Spells of significance to cast, so her role in the group is to make items available (**Appraise** Skill), and get into rooms that the others can't (**Pick Lock**). She also has the terrific ability to **Sneak** and **Hide**, and the **Sneak** Skill, combined with an **Invisibility Scroll**, will make it possible for Fleece to go places unhindered by soldiers or monsters. There are plenty of items that will help Fleece accomplish these tasks with greater success. For example, both the **Prowler Leggings** and **Shadow Platemail** increase her **Sneak** ability. Although Fleece isn't the best fighter in the group, she can do a tremendous amount of damage when equipped with a bow. Along with **Rosalind**, Fleece can stay out of harm's way and launch arrow after arrow into the enemies while Joseph and Lekhar battle it out on the front lines. By the second half of the game, her ability to use swords and daggers will prove more valuable to the party. By the time you face the final bosses, however, her stealth and bow abilities won't play as great a factor as will her ability to protect herself and damage the opponent from close range. Here's the minimum Fleece should have by the time you face the four demons: **Sonnehan Dagger** (75 Damage, 1.33 Speed), **Berserker's Torque** (**Sword Weapons** +3, **Heavy Arms** +3), **Midnight Platemail** (50 Protection, +1 Sneak), **Boots of Stealth** (Protection 10, +2 Sneak), **Ring of Might** (Max AP +10, Max HP +30), **Preservation Ring** (Max HP +20, +1 Dodge, +1 Parry), **Steel Gauntlets** (17 Protection), and **Guardian Kite Shield** (22 Protection, +3 Parry).



Level	XP	HP	AP
1			
2	100		
3	200		
4	350		
5	600		
6	1000	170	25
7	1800	188	28
8	3200	206	31
9	5000	224	34
10	8000	236	36
11	12000	248	37
12	17000	260	39
13	24000	272	40
14	33000	284	42
15	44000	296	43
16	58000	308	44
17	76000	320	45
18	96000	332	46
19	120000	344	47
20	170000	350	48
21	320000	356	49
22	570000		

SKILL Obtained at Level:

Bow Weapons	1
Pick Lock	1
Dodge	1
Sneak **	1
Sword Weapons	1
Aimed Attack	1
Kick	4
Backstab	5
Heavy Arms	6
Appraise	7
Hide	8
Parry	10
Trip	11
Dark	14
Magic Resist	16
Counter Attack	18

** (Can't get until after meeting Yagu in the palace)

CHAIN ATTACKS

Added Blow	Standard secondary attack.
Kick	Increases chance to hit with blunt melee attack.
Mug	Steals gold and inflicts medium damage.
Leg Swipe	Slows target and does medium damage.
Arm Slice	Cripples target and inflicts medium damage.
Blind Stab	Blinds target and causes little damage.
Desperation	Does damage with the amount of damage taken.
Staminaatk	Does damage with the amount of AP left.
Silence	Target cannot cast spells.

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Rosalind

Rosalind joins the party in Iona, but she is none-to-pleased to have to leave the Monastery. Add to that the fact that Rosalind thinks Joseph is more of a farm boy than a savior, and you have the makings of a hapless party member. Fortunately, Rosalind realizes her error in judgment, and forges on to play an instrumental role in the success of the group.

SKILLS

Rosalind is the person most responsible for keeping the party healthy, and the one with the potent Spells cast from long range. By the end of the game, Rosalind will be proficient with all of the Spells except Holy (Joseph has that one covered). Her main areas of concentration should be Bow Weapons, Heal, Dark, Energy, Fire, and Ice. Rosalind starts out with Staff Weapons, Heal, Energy, Dodge, and Assess Skills. Heal and Energy are the two to focus on now. You may be inclined to get her going with Staff Weapons, but her defenses are too weak to allow her to get into heavy up-front battles, so save those Skill Points for the more useful areas. Set her AI to Healer/Caster, thus keeping her away from the enemies. By the 10th level, she will have learned the Magic Resist, Dark, Fire, Holy, Bow Weapons, and Ice Skills. All of these, save for Holy, are pertinent to Rosalind's success. Rosalind learns three more Skills before it's all over (Trip, Parry, and Critical Hit), but you don't need to worry about any of them. Just stay focused on the six categories mentioned above, and Rosalind will become the backbone of the party. In fact, you will often find her as the only party member left standing after a major fight! By the time we finished the game, Rosalind had more XP than any other member (beating out Jekhar by 10K, and Joseph by 40K).

CHAIN ATTACKS

Rosalind starts out with four Chain Attacks, and Rosalind will end the game with four Chain Attacks. The only way to learn more Chain Attacks is to participate in hand-to-hand combat, and since Rosalind will stay away from that type of activity (using our strategy), she will never know any but the four she was born with! However, should you find her face to face with an enemy (it will happen), the best Chain Attacks at her disposal are the Shock GRSP and Confusion. The Shock GRSP does an energy based kind of damage, and the Confusion Chain Attack takes APs away from the target.

BEST ITEMS TO EQUIP

For the first half of the game, armor of any kind is practically non-existent for Rosalind. Every time you go to look in the inventory window, she will be wearing the same clothes that she has had on since the beginning! Fortunately, that will all change by the 3/4 mark of the game. Then, the items for Rosalind will be flowing in like media people changing toward a free buffet table! Boots, robes, leggings, and gauntlets will come in many shapes and sizes, but none of them will be as protective as the items worn by the other party members (another good reason to keep her in the back of the pack). Since Rosalind will be doing a lot of healing/casting, any items that help boost her AP would be wanted. Also, those with bumps in HP are also needed, due to her already determined lack of strength. Here's the minimum Rosalind should be equipped with by the time you reach the four demons: Bow of Piercing (40 Damage, 1.43 Speed), Hellfire Necklace (Dark +3, Fire +3), Draco Robe (40 Protection, Speed 1.05), Magus Leggings (10 Protection, Magic Resist +1), Magus Boots (Protection 10, Magic Resist +2), Ring of Mastery (Max AP +40), Ring of Might (Max AP +10, Max HP +30), and Magus Gauntlets (Protection 9, Heal +1).



Level	XP	HP	AP
1			
2	100		
3	200		
4	350		
5	600		
6	1000	134	30
7	1800	148	34
8	3200	162	38
9	5000	176	42
10	8000	184	44
11	12000	192	46
12	17000	200	48
13	24000	208	50
14	33000	216	52
15	44000	224	54
16	58000	232	55
17	76000	240	56
18	96000	248	58
19	120000	256	58
20	170000	260	59
21	320000	264	60
22	570000		

SKILL Obtained at Level:

Staff Weapons	1
Heal	1
Energy	1
Dodge	1
Assess	1
Magic Resist	5
Dark	6
Fire	7
Holy	8
Bow Weapons	9
Ice	10
Trip	12
Parry	14
Critical Hit	16

CHAIN ATTACKS

Added Blow	Standard secondary attack.
Shock GRSP	Does energy-based damage.
Bless	Party takes less physical damage.
Confusion	Removes APs from target.

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Jekhar

A most reluctant party member, Jekhar joins the group on the request of King Bellias. Actually, it was more of an order, as Jekhar had previously vowed to seek revenge on Joseph for the disaster in Ciran that occurred 9 years earlier, and wanted nothing to do with the "plowboy". Jekhar's formidable strength is the last piece of the party member puzzle.

SKILLS

Jekhar is easily the #1 fighter in the group, and he has the strength (and HP) of two men. It's a good thing, too, because he has the healing/casting spells of zero men! By the time all is said and done, Jekhar will be a master with any weapon, and his defense will be second to none. **Axe Weapons**, **Sword Weapons**, **Blunt Weapons**, **Heavy Arms**, **Parry**, and **Counter Attack** will be the staples of Jekhar's Skills. He starts off with **Axe Weapons**, **Sword Weapons**, **Dodge**, **Heavy Arms**, **Parry**, and **Push**. By level 10, he has learned **Blunt Weapons**, **Counter Attack**, **Kick**, and **Critical Hit**. As you distribute the Skills Points, try to throw a couple in the direction of "Kick", as Jekhar has a super-powerful leg! Even without bumping the Kick level up too much, Jekhar can inflict huge amounts of damage on opponents with the kick. The last Skills Jekhar obtains, all by level 10, include **Double Attack**, **Magic Resist**, and **Heal**. Of course, by the time you max out **Sword Weapons**, **Axe Weapons**, **Blunt Weapons**, **Heavy Arms**, **Parry**, and **Counter Attack**, there won't be many Skill Points left over for any other category! A good substitute for **Axe Weapons**, should you decide to concentrate on just two weapons, would be the **Critical Hit** category. This gives you a better chance of inflicting twice the amount of damage with your chosen weapon!

CHAIN ATTACKS

Like the other party members, Jekhar starts out with four Chain Attacks, and he will learn more throughout the course of the game. Two of his Chain Attacks are weapon-specific: **Axespin** & **Earthshaker**. The **Axespin** will damage anyone nearby, but requires that Jekhar be equipped with an axe. The **Earthshaker** will knock down nearby targets, but it requires that a blunt weapon be utilized. Either of these are very useful Chain Attacks, so long as you have the right weapon in your hands. If not, (and, "if so"), be sure to have the **Kick**, **Life Leech**, and **Desperation** as your other Chain Attacks.

BEST ITEMS TO EQUIP

The biggest warrior requires the biggest weapons, and so it shall be for Jekhar. All of the game's biggest and baddest weapons are made available to Jekhar, once his **Heavy Arms** level is at 9. Since Jekhar tends to always find himself in the middle of things, it is especially important that he have the most protection, so always look to put him in gear that also increases his **Dodge** and **Parry** attributes. Big, slow weapons are fine for Jekhar as long as the computer is controlling him, but when it comes time for you to grab the reins, equip a more lightweight weapon and a shield. The Chain Attacks are harder to pull off with the slow weapons (anything below a 0.80), and while your damage may be greater with the big weapon, it doesn't mean a thing if you can't hit the target! Toward the latter stages of the game, just about everything that Jekhar can wear will increase his HP total. In fact, Jekhar will have almost 2.5 times the number of HPs as Rosalind! By the time you reach the final bosses, Jekhar should be equipped with (at the minimum): **Warhammer** (90 Damage, .50 Speed), **Medallion of Vigor** (Max HP +60), **Warrior's Platemail** (Protection 60), **Hero's Sabaton** (Protection 15, Max HP +15), **Ring of Health** (Max HP +30), **Ring of the Gods** (Speed +5, Max HP +40, Max AP +20), and **Horseman's Gauntlets** (Protection 25, Max HP +5).



JEKHAR		SKILLS	
LEVEL:	21	SWORD WEAPONS	10
EXP:	479,848	AXE WEAPONS	10
TO NEXT:	90,152	BLUNT WEAPONS	4
HP:	351/768	HEAVY ARMS	9
AP:	54/54	PARRY	8
SPEED:	64%	COUNTER ATTACK	2
DAMAGE:	90	DODGE	3
PROTECTION:	120	CRITICAL HIT	10
INC. % TO HIT WITH SWORDS AND DAGGERS		DOUBLE ATTACK	1
		PUSH	3
		KICK	1
		HEAL	3
		MAGIC RESIST	1
		CHAIN ADDED BLOW	1

Level XP HP AP

1			
2	100		
3	200		
4	350		
5	600		
6	1000		
7	1800		
8	3200	366	24
9	5000	398	26
10	8000	418	27
11	12000	438	28
12	17000	458	29
13	24000	478	30
14	33000	498	31
15	44000	518	32
16	58000	538	32
17	76000	558	32
18	96000	578	32
19	120000	598	32
20	170000	608	33
21	320000	618	34
22	570000		

SKILL Obtained at Level:

Axe Weapons	1
Sword Weapons	1
Dodge	1
Heavy Arms	1
Parry	1
Push	1
Blunt Weapons	5
Counter Attack	6
Kick	8
Critical Hit	10
Double Attack	12
Magic Resist	14
Heal	18

CHAIN ATTACKS

Added Blow	Standard secondary attack.
Kick	Increases chance to hit with blunt melee attack.
Axespin	Damages all nearby targets with axe only.
Earthshaker	Knock down nearby targets with blunt weapon only.
Mend	Recovers small amount of HP.
Desperation	Does damage with the amount of damage taken.
Sacrifice	Does double damage, but you lose your own HP.
Life Leech	Does damage & recovers HP.

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BOOTS

Name	Value	Speed	Weight	Protection	For	Special	Description
Battle Boots	7500	1	50	15	Joseph	Double Attack +2	These bestow superb protection to the wearer's feet and boost his attack speed.
Boots of Stealth	50000	1		10	Flece	Sneak +2	These offer very good protection for the wearer's feet and boost a thief's Sneak skill.
Dragon Boots	500	1		7	Rosalind	Magic Resist +1	These boots offer good protection for the wearer's feet, as well as some magic resistance.
Felinus Feet	20	1		5	Flece		These boots offer some protection for a thief's feet.
Heavy Boots	200	1	10	7	Joseph, Flece, Jekhar		These boots offer good protection for the wearer's feet.
Hero's Sabaton	50000	1	70	15	Jekhar	MaxHP +15	These boots offer superb protection for the wearer's feet, and they greatly boost his HP.
High Leather Boots	50	1		5	Joseph, Flece, Jekhar, Rosalind		These boots bestow some protection to the wearer's feet.
Leather Boots	20	1		3	Joseph, Flece, Jekhar		These boots offer minimal protection for the wearer's feet.
Magus Boots	10000	1		10	Rosalind	Magic Resist +2	These offer very good protection for the wearer's feet and boost magic resistance.
Mellifluous Scsh	20	1		7	Rosalind	Magic Resist +2	These offer good protection for the wearer's feet, as well as good magic resistance.
Nobleman's Sabaton	25000	1	60	15	Joseph	MaxAP +10	These boots offer superb protection for the wearer's feet, and they boost his AP.
Reinforced Boots	500	1	20	10	Joseph, Flece, Jekhar		These boots bestow very good protection to the wearer's feet.
Sabatons	1000	1	30	13	Joseph, Jekhar		These boots offer excellent protection for the wearer's feet.
Servant's Boots	5	1		1	Flece		These boots offer very little protection for the wearer's feet.
Springsteel Boots	5000	1	40	15	Joseph, Flece, Jekhar		These boots offer superb protection for the wearer's feet.
Steel Heeled Boots	20	1		7	Flece		These boots bestow good protection to a thief's feet.
Studded Boots	300	1	10	10	Joseph, Flece, Jekhar		These boots offer very good protection for the wearer's feet.
Summoner Sabaton	50000	1	70	15	Joseph	MaxAP +15	These boots offer superb protection for the wearer's feet, and they greatly boost his AP.
Tough Boots	20	1		7	Jekhar		These boots bestow good protection to the wearer's feet.
Warrior's Sabaton	25000	1	60	15	Jekhar	MaxHP +10	These boots bestow superb protection to the wearer's feet, and they boost his HP.

GAUNTLETS

Name	Price	Speed	Weight	Protection	For	Special	Description
Bough-Kote	10000	1.05	50	15	Joseph, Flece, Jekhar	Piercing +1	These offer superb protection for the wearer's hands, as well as some protection from piercing attacks.
Chainmail Gauntlets	10000	0.95	30	15	Joseph, Flece, Jekhar		These provide very good protection for the wearer's hands.
Cloth Gloves	100	0.95		5	Joseph, Flece, Jekhar		These offer some protection for the wearer's hands.
Dragon Gauntlets	5000	0.95	5	15	Joseph	MaxAP +10	These provide superb protection for the wearer's hands, as well as a boost to AP.
Gloves of Pilfering	50000	0.95	10	12	Flece	Pick Lock +2	These provide excellent protection for the wearer's hands and boost a thief's Pick Locks skill.
Hero's Gauntlets	50000	0.95	8	25	Jekhar	MaxHP +15	These provide superior protection for the wearer's hands, as well as a strong boost to HP.
Horseman's Gauntlets	25000	0.95	70	25	Jekhar	MaxHP +5	These provide superior protection for the wearer's hands, as well as a boost to HP.
Iron Gauntlets	5000	0.95		10	Joseph, Flece, Jekhar		These provide very good protection for the wearer's hands.
Leather Armguards	20	1.05		9	Flece		These offer good protection for the wearer's hands and arms.
Leather Gauntlets	500	0.95		9	Joseph, Flece, Jekhar		These offer good protection for the wearer's hands.
Leather Gloves	250	0.95		7	Joseph, Flece, Jekhar, Rosalind		These provide good protection for the wearer's hands.
Magus Gauntlets	5000	0.95		9	Rosalind	Heal +1	These offer good protection for the wearer's hands, as well as a boost to healing.
Mellifluous Mite	500	0.95		8	Rosalind		These provide good protection for the wearer's hands.
Midnight Gauntlets	25000	1.05	10	10	Flece	Pick Lock +1	These offer very good protection for the wearer's hands and boost a thief's Pick Locks skill.
Nobleman's Gauntlets	25000	0.95	5	15	Joseph	Summon +1	These offer superb protection for the wearer's hands, as well as a boost to Summoning skill.
Plate Gauntlets	25000	0.95	70	20	Joseph, Jekhar		These provide superior protection for the wearer's hands.
Reaver Gauntlets	5000	0.95	5	15	Jekhar	Counter Attack +1	These provide superb protection for the wearer's hands and enable faster counterattacks.
Servant's Gloves	5	1.05		1	Flece		These provide very little protection for the wearer's hands.
Shadow Gauntlets	10000	1.05	10	8	Flece	Pick Lock +1	These provide good protection for the wearer's hands and boost a thief's Pick Locks skill.
Silk Gloves	50	0.95		3	Joseph, Flece, Jekhar, Rosalind	Magic Resist +1	These provide minimal protection for the wearer's hands.
Springsteel Gloves	3000	0.95	3	13	Joseph, Flece, Jekhar		These provide excellent protection for the wearer's hands.
Steel Gauntlets	20000	0.95	6	17	Joseph, Flece, Jekhar		These provide superb protection for the wearer's hands.
Summoner Gauntlets	50000	0.95	7	20	Joseph	Summon +2	These provide superior protection for the wearer's hands, as well as a strong boost to the Summoning skill.
The Black Hand	50000	0.95	30	10	Flece	Backstab +1	These offer very good protection for the wearer's hands and improve the wearer's Backstab skill.
The Dragon's want	10000	0.95		10	Rosalind	Staff Weapons +2	These provide very good protection for the wearer's hands, and they boost the wearer's Staff skill.
Thief's Gauntlets	5000	1.05	2	10	Flece	Appraise +1	These offer very good protection for the wearer's hands and enhance a thief's Appraise skill.
Warrior's Gauntlets	25000	0.95	8	20	Jekhar	MaxHP +10	These provide superior protection for the wearer's hands, as well as a boost to HP.

LEG ARMOR

Name	Value	Speed	Weight	Protection	For	Special	Description
Blue Pants	20	1		6	Joseph		These offer some protection for the wearer's legs.
Chainmail Leggings	5000	1	30	10	Joseph, Flece, Jekhar		These offer very good protection for the wearer's legs.
Cloth Pants	20	1		7	Jekhar		These grant good protection to the wearer's legs.
Felinus Pantaloon	5000	1		3	Flece	Sneak +1	These grant minimal protection to a thief's legs.
Hero's Leggings	10000	1	50	20	Jekhar	Axe Weapons +1	These offer superior protection for the wearer's legs and improve axe skills.
Leather Breeches	100	1		8	Joseph, Flece, Jekhar, Rosalind		These offer good protection for the wearer's legs.
Magus Leggings	10000	1		10	Rosalind	Magic Resist +1	These grant very good protection to the wearer's legs, as well as an increased resistance to magic.
Prowler Leggings	10000	1		5	Flece	Sneak +2	These grant some protection to a thief's legs, and they give a boost to Sneak skill.
Servant's Leggings	5	1		1	Flece		These give very little protection to a thief's legs.
Silk Breeches	100	1		3	Flece, Rosalind		These offer minimal protection for the wearer's legs.
Studded Leggings	20	1	1	5	Flece		These offer some protection for a thief's legs.
Studded Pants	500	1		10	Joseph, Flece, Jekhar, Rosalind		These offer very good protection for the wearer's legs.
Summoner Leggings	10000	1	50	15	Joseph	Summon +1	These offer superb protection for the wearer's legs and boost Summoning skill.

TORSO ARMOR

Name	Price	Speed	Weight	Protection	For	Special	Description
Adamant Bougu-Dou	50000	0.9	40	40	Jekhar		This armor offers tremendous protection for the wearer's torso, as well as added protection against piercing attacks.
Arcticus Mantellum	100000	0.95		35	Rosalind		This armor bestows extraordinary protection upon the wearer's torso.
Blessed Surcoat	250	0.87		16	Joseph, Flece, Jekhar	Magic Resist +1	This armor bestows superb protection upon the wearer's torso and provides some magical resistance.
Boiled Leather	5000	0.91		30	Joseph, Flece, Jekhar		This armor offers extraordinary protection for the wearer's torso.
Bone Jerkin	600000	0.95		35	Rosalind	Holy +2	This armor offers extraordinary protection for the wearer's torso and enhances a spell caster's ability with Holy spells.
Bougu-Dou	10000	0.9	35	35	Joseph, Flece, Jekhar		This armor bestows extraordinary protection upon the wearer's torso, as well as some added protection against piercing attacks.
Breastplate	100000	1.25	50	45	Joseph, Flece, Jekhar		This armor offers tremendous protection for the wearer's torso.
Brigandine Chest	50000	1.25	40	40	Joseph, Jekhar		This armor bestows tremendous protection upon the wearer's torso.
Burnt Robe	500000	0.95		35	Rosalind	Resist Fire +4	This armor grants extraordinary protection to the wearer's torso and greatly enhances a spell caster's ability with Fire spells.
Chainmail Tunic	10000	1.25	30	40	Joseph, Flece, Jekhar		This armor offers tremendous protection for the wearer's torso.
Cloth Shirt	20	0.95		5	Flece		This shirt bestows some protection upon the wearer's torso.
Draco Robe	500000	0.95		40	Rosalind		This armor offers tremendous protection for the wearer's torso.
Haramaki	10000	0.9	30	35	Joseph, Flece, Jekhar		This armor grants extraordinary protection to the wearer's torso.
Hero's Chainmail	50000	1.25	40	40	Jekhar	MaxAP +10	This armor grants tremendous protection to the wearer's torso, as well as an AP boost.
Hero's Platemail	800000	1.25	70	65	Jekhar		The finest armor available, this platemail provides massive protection against attacks.
Horseman's Platemail	800000	1	50	55	Jekhar		This armor offers incredible protection for the wearer's torso.
Leather Armor	20	0.95		9	Jekhar		This armor grants good protection to the wearer's torso.
Leather Jerkin	500	1.25		20	Joseph, Flece, Jekhar		This jerkin offers superior protection for the wearer's torso.
Mellifluous Wrappings	600000	0.95		45	Rosalind		This armor bestows tremendous protection upon the wearer's torso.
Midnight Platemail	800000	1.25	60	50	Flece	Sneak +1	This armor bestows incredible protection upon a thief's torso, with a bonus to the Sneak skill.
Nobleman's Platemail	600000	1.25	60	55	Joseph		This armor bestows incredible protection upon the wearer's torso.
Padded Surcoat	100	1.25		15	Joseph, Flece, Jekhar		This armor bestows superb protection upon the wearer's torso.
Platemail	500000	1.25	50	50	Joseph, Jekhar		This armor grants incredible protection to the wearer's torso.
Quilted Holy Robe	200	0.95		6	Rosalind	Holy +1	This robe bestows some protection upon the wearer's torso and provides some extra Holy skill.
Quilted Robe	20	0.95		5	Rosalind		This robe bestows some protection upon the wearer's torso.
Robe of Restoration	600000	0.95		20	Rosalind	Heal +2	This robe grants superior protection and may cast a Heal spell upon the wearer.
Servant's Blouse	5	1		1	Flece		This shirt offers very little protection for the wearer's torso.
Shadow Haramaki	50000	0.8	30	30	Flece	Hide +1, Res Piercing +2	This armor bestows extraordinary protection upon the wearer's torso.
Shadow Platemail	600000	1.25	50	40	Flece	Sneak +1	This armor grants tremendous protection to a thief's torso, with a bonus to the Sneak skill.
Singed Robe	100000	1.05		30	Rosalind	Resist Fire +3	This armor grants extraordinary protection to the wearer's torso and enhances a spell caster's ability with Fire spells.
Springsteel Leather	10000	0.91	10	30	Flece	Resist Slashing +2	This armor grants extraordinary protection to the wearer's torso.
Steelcore Bougu-Dou	50000	0.9	50	40	Joseph		This armor grants tremendous protection to the wearer's torso, as well as added protection against piercing attacks.
Steelshod Leather	10000	1.25	10	30	Joseph		This armor bestows extraordinary protection upon the wearer's torso.
Studded Leather	1000	0.91		25	Joseph, Flece, Jekhar		This armor offers superior protection for the wearer's torso.
Summoner Chainmail	300000	1.25	40	40	Joseph	Summon +2	This armor offers tremendous protection for the wearer's torso and enhances his Summoning skill.
Summoner Platemail	800000	1.25	70	60	Joseph		This armor bestows incredible protection upon the wearer's torso.
Tunic	20	1		7	Joseph		This tunic grants good protection to the wearer's torso.
Warrior's Platemail	600000	1.25	60	60	Jekhar		This armor grants awesome protection to the wearer's torso.

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RINGS

Name	Value	Special	Description
Anti-Magus Ring	20000	Resist Magic +5	This ring increases the wearer's resistance to all harmful spells.
Archer's Ring	1000	Bow Weapons +1	This ring improves the wearer's accuracy with bows.
Berserker Ring	5000	Axe Weapons +3, Blunt weapons +3	This ring augments the wearer's skills with axes and blunt weapons.
Frigidis Ring	5000	Resist Ice +5	This ring boosts the wearer's resistance to Ice spells.
Haste Ring	20000	Speed +2, MaxAP +15	This ring enhances both the wearer's attack speed and AP.
Luminos Ring	500		This ring creates a sphere of light around the wearer.
Onslaught Ring	100000	Counter Attack +2, Critical Hit +2, Empower	This ring greatly improves the wearer's Counter Attack and Critical Hit skills.
Pyros Ring	5000	Resist Fire +5	This ring increases the wearer's resistance to Fire spells.
Pyrotechnic Ring	2500	Fire +2	This ring augments the wearer's ability with Fire spells.
Ring of Aggression	10000	Counter Attack +1, Critical Hit +1	This ring increases the wearer's Counter Attack and Critical Hit skills.
Ring of Blessings	2500	Holy +2	This ring boosts the wearer's ability with Holy spells.
Ring of Control	50000	Push +2, Kick +2, Trip +2	This ring enhances the wearer's Push, Kick, and Trip skills.
Ring of Dexterity	2500	Dodge +2	This ring improves the wearer's ability to dodge attacks.
Ring of Electrus	2500	Energy +2	This ring augments the wearer's ability with Energy spells.
Ring of Expertise	20000	MaxAP +25	This ring grants a large boost to the wearer's AP.
Ring of Flames	2500	Fire +1	This ring enhances both Fire spell ability and resistance to Ice spells.
Ring of Grounding	5000	Resist Energy +5	This ring enhances the wearer's resistance to Energy spells.
Ring of Health	5000	MaxHP +30	This ring grants a moderate boost to the wearer's HP.
Ring of Ice	2500	Ice +1	This ring enhances both Ice spell ability and resistance to Fire spells.
Ring of Invisibility	50000	Invisibility	This ring grants the wearer the power of invisibility.
Ring of Mastery	100000	MaxAP +40	This ring gives a huge boost to the wearer's AP.
Ring of Might	50000	MaxAP +10, MaxHP +30	This ring grants a moderate boost to the wearer's AP and HP.
Ring of Power	300000	MaxAP +40	This ring gives a huge boost to the wearer's AP.
Ring of Preservation	50000	Dodge +1, Parry +1, MaxHP +20	This ring boosts the wearer's dodging, parrying, and HP.
Ring of Proficiency	5000	MaxAP +10	This ring gives a moderate boost to the wearer's AP.
Ring of Protection	2500	Parry +2	This ring increases the wearer's ability to parry attacks.
Ring of Puissance	100000	MaxAP +25, MaxHP +50	This ring gives a large boost to the wearer's AP and HP.
Ring of Recovery	20000	MaxHP +50	This ring gives a large boost to the wearer's HP.
Ring of Repulsion	50000	Parry +3, Counter Attack +3	This ring greatly improves the wearer's Parry and Counter Attack skills.
Ring of Shadows	10000	Hide +1, Sneak +1	This ring augments the wearer's Hide and Sneak abilities.
Ring of Skill	100000	Sword +1, Axe +1, Blunt +1, Heavy +1	This ring improves the wearer's weapon skills.
Ring of Slaying	5000	Backstab +3	This ring greatly improves the wearer's Backstab skill.
Ring of Speed	5000	Speed +2	This ring augments the wearer's attack speed.
Ring of Storms	10000	Energy +4	This ring greatly boosts the wearer's ability with Energy spells.
Ring of Swiftess	20000	Speed +4	This ring greatly increases the wearer's attack speed.
Ring of the Gods	500000	Speed +5, MaxHP +40, MaxAP +20	This ring greatly enhances the wearer's Speed, AP, and HP.
Ring of the Night	2500	Dark +2	This ring increases the wearer's ability with Dark spells.
Ring of Thieves	2500	Pick Lock +3	This ring enhances a thief's Pick Locks skill.
Ring of Warding	25000	Dodge +2, Parry +2	This ring improves the wearer's Dodge and Parry skills.
Swordsman's Ring	1000	Sword Weapons +1	This ring boosts the wearer's skill with swords.

SUMMONING RINGS

Name	Special	Description
Ring of Darkness	Dark +3	At the age of nine, you used this ring to summon the demon that destroyed Giran. After the massacre of your friends and family, you threw this ring down a well and swore never to summon again.
Ring of Fire	Fire +2, Resist Fire +3	The ruby set in this ring was mined from the depths of Saanavarh, the 'Wise Mountain' where the Khosani built their last stronghold. By completing the Ordeal of the labyrinth, you acquired this ring of summoning.
Ring of Forest	Dodge +1, Parry +2	In the shrine of Liangshan you found this ring of summoning, carved from the sacred sunbringer tree.
Ring of Four Winds	MaxAP +30	Little is known about this ring of summoning. For years, the priests of the Jade Temple have guarded it. In the legends of the Rhunari, the ring once belonged to Prince Khariq, the heroic 'Master of Lions.'
Ring of Jade	Magic Resist +3	You gained this ring of summoning in the Jade Temple, a shrine built by the First Emperor of Orenia to commemorate his victory in the Battle of Nine Sparrows.
Ring of Light	Energy +2, Resist Energy +3	You found this ring of summoning in the tomb of Iona, deep in the catacombs below the Crypt of Kings.
Ring of Stone	MaxHP +40	In the palace of Ikaemos, you reclaimed this ring of summoning from the Priest-King Armun, who wielded his power against the river god and destroyed his empire.
Ring of Water	Ice +1, Heal +1, Resist Ice +3	A ghost named Ngaru gave you this ring of summoning in the caverns below Wolong. The ghost was an emissary from the Drowned City, destroyed long ago by the Emperor Teos.

POTIONS

NAME	PRICE	DESCRIPTION
Recovery Draught	50	A potion that speeds recovery from damage.
Recovery Tonic	100	This potion greatly speeds recovery from damage.
Elixir of Recovery	500	A potion that vastly speeds recovery from damage.
Healing Draught	100	This potion heals small amounts of damage.
Health Tonic	500	This potion heals moderate amounts of damage.
Healing Elixir	1000	This potion heals large amounts of damage.
Panacea of Life	5000	This potion heals huge amounts of damage.
Cleansing Tonic	400	This potion provides some relief from any ailment, natural or magically induced.
Cleansing Elixir	800	This potion provides much-needed relief from any ailment, natural or magically induced.
Invisibility Draught	500	This potion makes the user invisible for a short period of time.
Tears of Usaman	5000	A powerful invisibility potion.
Drithen's Brew	340	This potion grants its drinker the ability to inflict extra damage.
Tristan's Libation	400	This potion provides the user with added protection against damage from attacks.

SCROLLS

Name	Value	Charge Effect	Description
Revive Scroll	150	Resurrect (1)	A scroll inscribed with the Revive spell.
Tome of Revive	600	Resurrect (5)	A tome inscribed with copies of the Revive spell.
Fire Arrow Rune	25	Fire Arrow (1)	A rune charged with a weak Fire Arrow spell.
Fire Arrow Tract	100	Fire Arrow (5)	A weak form of Fire Arrow is inscribed.
Fire Arrow Scroll	50	Fire Arrow (1)	A scroll inscribed with Fire Arrow.
Fire Arrow Book	200	Fire Arrow (5)	A book with copies of Fire Arrow inscribed.
Fire Arrow Tablet	100	Fire Arrow (1)	A powerful form of Fire Arrow is inscribed.
Fire Arrow Tome	400	Fire Arrow (5)	A tome with copies of a powerful Fire Arrow inscribed.
Icicle Rune	25	Icicle (1)	A rune charged with a weak Icicle spell.
Icicle Tract	100	Icicle (5)	A weak form of Icicle is inscribed.
Icicle Scroll	50	Icicle (1)	A scroll inscribed with Icicle.
Icicle Book	200	Icicle (5)	A book with copies of Icicle inscribed.
Icicle Tablet	100	Icicle (1)	A powerful form of Icicle is inscribed.
Icicle Tome	400	Icicle (5)	A tome with copies of a powerful Icicle spell inscribed.
Lightning Rune	50	Lightning (1)	A rune charged with a minor bolt of Lightning.
Lightning Tract	200	Lightning (5)	This book contains a minor Lightning spell.
Lightning Scroll	75	Lightning (1)	A scroll inscribed with Lightning.
Lightning Book	300	Lightning (5)	A book with copies of the Lightning spell inscribed.
Lightning Tablet	150	Lightning (1)	A powerful Lightning spell is inscribed upon this tablet.
Lightning Tome	700	Lightning (5)	A book with powerful copies of Lightning inscribed.
Inferno Scroll	75	Inferno (1)	A scroll inscribed with Inferno.
Meteor Scroll	75	Meteor (1)	A scroll inscribed with Meteor Storm.
Curse Scroll	75	Curse (1)	A powerful Curse is inscribed upon this scroll.
Ice Coffin Scroll	75	Ice Coffin (1)	A scroll inscribed with Ice Coffin.
Invisibility Scroll	75	Invisibility (1)	A scroll inscribed with Invisibility.
Blizzard Scroll	75	Blizzard (1)	A scroll inscribed with Blizzard.

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NECKLACES

Name	Value	Protection	Description
Aeros Medallion	100000	Ice +3, Energy +3	This enhances the wearer's ability with Ice and Energy spells.
Anti-Magus Torque	80000	Magic Resist +3	This medallion boosts the wearer's resistance to all harmful spells.
Archer's Medallion	10000	Bow Weapons +3	This medallion greatly enhances the wearer's skill with bows.
Bacite Medallion	7500	Holy +1, Fire +1	This item enhances the wearer's ability with Holy and Fire spells.
Barbarian's Torque	7500	Axe Weapons +2	This improves the wearer's skill with axes.
Battle Torque	300000	MaxAP +30 MaxHP +60	The Battle Torque greatly boosts the wearer's AP and HP.
Berserker's Torque	100000	Sword Weapons +3, Heavy Weapons +3	This medallion improves the wearer's skill with swords and heavy weapons.
Blessed Necklace	2000	Speed +1	This necklace augments the wearer's attack speed.
Collar of Dexterity	7500	Dodge +1, Parry +1	This enhances the wearer's Dodge and Parry skills.
Collar of Health	50000	MaxHP +30	This medallion greatly boosts the wearer's HP.
Collar of Precision	10000	Critical Hit +2, Aimed Attack +2	This item enhances the wearer's Critical Hit and Aimed Attack skills.
Elemental Necklace	2500	Fire +1, Ice +1	This necklace improves the wearer's abilities with Fire and Ice spells.
Farseeing Necklace	7500	Bow weapons +2	This necklace improves the wearer's skill with bows.
Fighter's Torque	7500	Sword Weapons +2	This boosts the wearer's skill with swords.
Hellfire Necklace	100000	Dark +3, Fire +3	This enhances the wearer's ability with Dark and Fire spells.
Medallion of Night	2500	Dark +1, Energy +1	This medallion boosts the wearer's abilities with Dark and Energy spells.
Medallion of Power	10000	Push +4	This medallion enhances the wearer's ability to push back foes.
Medallion of Vigor	80000	MaxHP +60	This medallion greatly boosts the wearer's HP.
Necklace of Anshu	500000	Regenerate	This necklace enables the wearer to gradually recover lost HP.
Necklace of Defense	7500	Dodge +1, Parry +1	This augments the wearer's Dodge and Parry skills.
Necklace of Stealth	25000	Sneak +2	This boosts a thief's Hide and Sneak skills.
Shadow Medallion	100000	Sneak +3, Hide +3	This medallion augments a thief's Stealth skill.
Summoner's Torque	50000	Summon +3	This improves the wearer's Summoning ability.
Swordsman's Torque	10000	Sword Weapons +3	This torque augments the wearer's skill with swords.
Thermal Medallion	100000	Fire +3	This medallion enhances the wearer's ability with Fire spells.
Thief's Torque	7500	Sneak +2	This torque enhances the wearer's Sneak skill.
Torque of Bashing	7500	Blunt Weapons +2	This torque boosts the wearer's skill with blunt weapons.
Torque of Celerity	7500	Speed +2	This item increases the wearer's attack speed.
Torque of Haste	10000	Speed +3	This torque greatly enhances the wearer's Speed.
Torque of Time	25000	Speed +2, Double Attack +2	This increases the wearer's speed and rate of attack.
Warding Necklace	7500	Magic +2	This necklace boosts the wearer's resistance to spells.

SHIELDS

Name	Value	Speed	Weight	Protection	For	Special	Description
Blinding Buckler	100	1.05	10	10	All	Blind Charge (10)	This small shield grants very good protection against physical attacks. The shield has the power to blind opponents, though its charges are limited.
Buckler	100	1.05	10	10	All		This small shield confers very little protection against physical attacks.
Decaying Bulwark	800	0.83	30	14	All		This medium shield grants superb protection against physical attacks.
Defender Heater	5000	0.91	30	18	All	Dodge +1	This shield confers superb protection against physical attacks and enhances the user's Dodge skill.
Defender Kite Shield	50000	0.91	40	22	All	Dodge +3	This shield armor grants superior protection against physical attacks and greatly enhances the user's Dodge skill.
Defender Scutum	10000	0.91	30	20	All	Dodge +3	This shield grants superior protection against physical attacks and greatly enhances the user's Dodge skill.
Guardian Heater	5000	0.91	30	18	All	Parry +1	This shield offers superb protection against physical attacks and enhances the user's Parry skill.
Guardian Kite Shield	50000	0.91	40	22	All	Parry +3	This shield gives superior protection against physical attacks and greatly enhances the user's Parry skill.
Guardian Scutum	10000	0.91	30	20	All	Parry +2	This shield gives superior protection against physical attacks and enhances the user's Parry skill.
Heater Shield	1000	0.91	30	18	All		This medium shield grants superb protection against physical attacks.
Kite Shield	10000	0.83	40	22	All		This large shield offers superior protection against physical attacks.
Round Shield	500	1	20	15	All		This small shield confers superb protection against physical attacks.
Scutum Shield	5000	1	30	20	All		This medium shield offers superior protection against physical attacks.

WEAPONS

Name	Value	Hands	Damage	Speed	Weight	Damage Type	Special	Description
100-Fold Katana	500000	2	75	1	70	Slashing		This weapon causes huge amounts of damage to foes.
Assassin's Crossbow	50000	2	30	0.5	30	Piercing	Death	Quarrels fired from this bow inflict small amounts of damage. Each quarrel has a chance of instantly killing its target.
Bastard Sword	200	2	45	0.67	0	Slashing		This two-handed sword inflicts moderate damage upon foes.
Battleaxe	500	2	50	1.431	30	Slashing		This two-handed axe inflicts significant damage upon foes.
Bone Sword	20	1	40	1	15	Slashing		This weapon causes small amounts of damage to foes.
Bow of Lynnai	100000	2	40	1	0	Piercing	Fire	This bow inflicts moderate damage and may cast Fire Arrow spells against its target. This weapon is effective against opponents vulnerable to fire attacks.
Bow of Piercing	50000	2	40	1.43	0	Piercing	Energy	Arrows fired from this bow cause moderate damage to foes. Effective against opponents vulnerable to energy attacks.
Breaching Claymore	500000	2	100	0.42	100	Slashing		This two-handed sword causes incredible amounts of damage to foes.
Claymore	5000	2	50	0.67	30	Piercing		This massive sword inflicts significant damage upon foes.
Club	50	1	25	0.835	0	Blunt		This wooden club causes minimal damage to foes.
Crossbow	1000	2	45	0.67	0	Piercing		Quarrels fired from this bow inflict moderate damage upon foes.
Dagger	50	1	25	1.33	0	Piercing		This dagger inflicts moderate damage upon foes.
Deadly Katana	20	2	30	1	60	Slashing	Death Charge	This weapon inflicts only small amounts of damage. With each blow, there is a chance the blade may instantly kill its target.
Debasser	50000	1	55	1	60	Blunt		This large mace inflicts moderate damage upon foes.
Decapitator	500000	2	80	1	80	Slashing		This weapon inflicts massive amounts of damage upon foes.
Devastator	500000	2	70	0.67	60	Slashing	Firearrow Charge	This weapon causes huge amounts of damage and may cast a Fire Arrow against its target. Effective against opponents vulnerable to fire attacks.
Dirk	1000	1	35	1.33	0	Piercing		This dagger inflicts only small amounts of damage upon foes.
Dreadblade	500000	2	80	0.67	80	Slashing	Paralyze Charge (10)	This two-handed sword causes massive amounts of damage and may paralyze its target.
Drithen Sword	500000	2	90	0.67	90	Slashing	Fire	This two-handed sword causes vast amounts of damage to foes. Effective against opponents vulnerable to fire attacks.
Eversharp Katana	80000	2	70	1	60	Slashing		This weapon causes huge amounts of damage to foes.
Falchion	200	1	39	1.05	0	Piercing		This weapon causes small amounts of damage to foes.
Fangsickle	20	1	75	1	20	Slashing		This weapon causes huge amounts of damage to foes.
Farslayer Bow	500000	2	50	1	0	Piercing	Critical Hit +3	This bow causes significant damage and improves the archer's Critical Hit skill.
Fellstaff	5000	2	60	0.6	0	Blunt		This staff inflicts moderate damage upon foes.
Fiery Falchion	200	1	37	1.05	0	Piercing	Fire Charge	This weapon inflicts small amounts of damage and may cast a Fireball against its target. Effective against opponents vulnerable to fire attacks.
Fine Bladed Katana	5000	2	55	0.835	10	Slashing		This weapon inflicts significant damage upon foes.
Fine Katana	1000	2	55	0.9	30	Slashing		This weapon inflicts significant damage upon foes.
Flanged Mace	10000	2	50	1	30	Slashing		This mace inflicts significant damage upon foes.
Foeclaver	100000	2	70	1.431	60	Slashing		This two-handed axe inflicts huge amounts of damage upon foes.
Frozen Club	150	1	25	0.835	0	Blunt	Freeze Charge (10)	This wooden club causes minimal damage to foes. This weapon has the power to Freeze enemies, though its charges are limited. Effective against opponents vulnerable to ice attacks.
Ghork Smasher	500000	2	60	1.3	70	Blunt		This weapon causes large amounts of damage to foes.
Gutting Dirk	50000	1	40	1.33	0	Piercing	Critical Hit +2	This dagger causes moderate damage to foes.
Halberd	1000	2	65	0.67	20	Slashing		This polearm weapon inflicts significant damage upon foes.
Hardwood Staff	1000	2	35	1	0	Blunt		This staff inflicts small amounts of damage upon foes.
Heavy Battleaxe	10000	2	75	1.431	70	Slashing		This two-handed axe causes huge amounts of damage to foes.
Heavy Crossbow	200000	2	70	0.5	30	Piercing		Quarrels fired from this bow inflict huge amounts of damage upon foes.
Heavy War Axe	5000	2	60	1.431	40	Slashing		This two-handed axe inflicts large amounts of damage upon foes.
High Quality Knife	5000	1	40	1.33	0	Piercing	Energy	This dagger causes moderate damage to foes. Effective against opponents vulnerable to energy attacks.
Icy Dagger	5000	1	30	1.33	0	Piercing	Ice Charge	This dagger inflicts small amounts of damage and may cast an Ice spell against its target. Effective against opponents vulnerable to ice attacks.
Impaler	50000	1	55	1	50	Blunt		This huge mace inflicts significant damage upon foes.
Ionian Bone Cleaver	500000	1	55	1	40	Slashing	Bless Charge (10)	This weapon inflicts significant damage and may cast a Bless spell upon its user.
Iron Bow	500	2	40	1	30	Piercing		Arrows fired from this bow cause small amounts of damage to foes.
Ironwood Staff	10000	2	50	0.835	0	Blunt		This staff causes moderate damage to foes.
Katana	3000	2	55	1	0	Slashing		This weapon causes significant damage to foes.
Katana of Skill	10000	2	55	1	30	Slashing		This weapon causes significant damage to foes.
Katar	10000	1	45	1.33	0	Piercing	Critical Hit +2	This fast dagger causes small amounts of damage and may poison its target. The weapon improves the wielder's Critical Hit skill.

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Kishin Impaler	3000	1	55	1	40	Piercing		This weapon causes significant damage to foes.
Logaros Longsword	100000	2	75	0.91	50	Slashing		Tur Hassen is the ancestral blade of the lords of Logaros. This weapon inflicts huge amounts of damage upon foes.
Long Bow	10000	2	50	0.83	0	Piercing		Arrows fired from this bow cause significant damage to foes.
Long Sword	1000	1	50	1	30	Slashing		This weapon causes significant damage to foes.
Medevan Battleaxe	1000	2	55	1.431	20	Slashing		This two-handed axe causes significant damage to foes.
Medevan Hatchet	5000	1	60	0.83	20	Slashing		This one-handed axe inflicts large amounts of damage upon foes.
Medevan War Axe	300	1	45	0.83	0	Slashing		This one-handed axe inflicts moderate damage upon foes.
Naginata	100000	2	70	0.63	70	Slashing	Curse Charge (10)	This polearm weapon causes huge amounts of damage and may cast a Curse against its target.
Nagitana	50000	2	55	1.431	0	Slashing		This weapon inflicts significant damage upon foes.
Nodachi	50000	2	70	0.67	80	Slashing	Ice Coffin Charge	This two-handed sword inflicts huge amounts of damage and may cast an Ice Coffin spell against its target.
Orenian Sabre	3000	1	55	1	30	Slashing		This weapon inflicts significant damage upon foes.
Parrying Dagger	5000	1	35	1.33	0	Piercing	Parry +3	This dagger causes only small amounts of damage to foes, but it improves the user's Parry skill.
Pole Axe	5000	2	65	0.53	30	Slashing		This polearm weapon inflicts large amounts of damage upon foes.
Precise Falchion	500	1	39	0.835	0	Piercing	Aimed Attack +1	This weapon inflicts small amounts of damage upon foes and improves your Aimed Attack skill.
Quarterstaff	500	2	40	0.67	0	Blunt		This staff causes small amounts of damage to foes.
Razor Katana	50000	2	65	1	50	Slashing		This weapon inflicts large amounts of damage upon foes.
Razor Shortsword	7000	1	55	1	30	Slashing		This weapon causes significant damage to foes.
Reaver Katana	500000	2	60	1	60	Slashing	Poison Charge	This weapon causes large amounts of damage and may poison its target.
Reflex Bow	1000	2	30	1.43	0	Piercing		Arrows fired from this bow inflict small amounts of damage upon foes.
Reinforced Bow	1000	2	40	1	10	Piercing		Arrows fired from this bow cause moderate damage to foes.
Rending Shortsword	100000	1	50	0.9	30	Slashing		This weapon causes significant damage to foes.
Sabre	5000	1	55	0.835	10	Piercing		This weapon causes significant damage to foes.
Sabre Halberd	10000	2	85	0.53	60	Slashing		This polearm weapon causes large amounts of damage to foes.
Scythian Bow	100000	2	40	1	0	Piercing	Icicle	This bow inflicts moderate damage and may cast Icicle spells against its target. This weapon is effective against opponents vulnerable to ice attacks.
Sharp Dagger	500	1	30	1.33	0	Piercing		This dagger inflicts only minimal amounts of damage upon foes.
Short Bow	100	2	30	0.835	0	Piercing		Arrows fired from this bow cause small amounts of damage to foes.
Short Sword	100	1	35	1	0	Slashing		This weapon causes small amounts of damage to foes.
Siege Bow	5000	2	40	0.835	0	Piercing		Arrows fired from this bow cause moderate damage to foes.
Sledgehammer	1000	2	45	1.3	40	Blunt		This massive hammer inflicts moderate damage upon foes.
Sornehan Dagger	20	1	50	1.33	0	Piercing		This sharp dagger inflicts significant damage upon foes.
Spiked Mace	5000	2	50	1	40	Slashing		This spiked mace causes significant damage to foes.
Spineslicer	50000	2	65	1.431	50	Slashing		This two-handed axe causes large amounts of damage to foes. Effective against opponents vulnerable to ice attacks.
Spinesplitter	5000	1	30	1	0	Piercing	Backstab +3	This dagger inflicts small amounts of damage and improves the wielder's Backstab skill.
Staff	100	2	25	0.67	0	Blunt		This weapon inflicts minimal damage upon foes.
Standoff Bow	350	2	30	0.835	0	Piercing	Pushback	Arrows fired from this bow cause small amounts of damage to foes. Each arrow has a chance of pushing back its target.
Sword of Maiming	10000	2	50	0.67	50	Slashing	Empower Charge (10)	This weapon inflicts significant damage and may cast an Empower spell upon its user.
Sword of Spirits	5000	1	45	0.9	70	Slashing	Firearrow Charge (10)	This magical weapon causes serious damage and may cast a Fire Arrow against its target. Effective against opponents vulnerable to fire attacks.
Sword of Summoners	500000	2	150	1	90	Slashing		This two-handed sword can be wielded only by Summoners. Machival used this blade in his attempt to destroy you.
Thunder Nagitana	500000	2	70	0.67	0	Slashing	Lightning Charge (10)	This weapon causes significant damage and may cast lightning bolts against its target. Effective against opponents vulnerable to energy attacks.
Vengeful Katana	500000	2	60	1	60	Slashing	Curse Charge	This weapon inflicts large amounts of damage and may cast a Curse against its target.
Wakasashi	500	1	40	0.9	20	Slashing		This weapon inflicts moderate damage upon foes.
War Axe	100	1	40	0.83	0	Slashing		This one-handed axe causes moderate damage to foes.
War Club	500	1	30	0.835	10	Blunt		This large club inflicts small amounts of damage upon foes.
Warhammer	100000	2	65	0.5	50	Blunt		This massive hammer causes large amounts of damage to foes.
Well-Honed Katana	10000	1	60	1	40	Slashing		This weapon causes large amounts of damage to foes.
Winterlong	20	2	90	0.67	90	Slashing	Ice	This two-handed sword inflicts vast amounts of damage upon foes. Effective against opponents vulnerable to ice attacks.
Woodsman's Axe	500	1	50	0.83	10	Slashing		This one-handed axe causes significant damage to foes.
Worn Katana	20	2	25	0.63	0	Slashing		This well-used sword inflicts only small amounts of damage upon foes.
Yari	50000	2	75	0.53	60	Slashing		This polearm weapon causes huge amounts of damage to foes.
Yew Bow	50	2	35	1	0	Piercing		Arrows fired from this bow inflict small amounts of damage upon foes.

SPELLS

NAME	CLASS	AP COST	SKILL POINTS REQUIRED	HIT CHANCE
Heal	Heal	4	1	100 %
Cure	Heal	2	2	100 %
Regenerate	Heal	4	4	100 %
Resurrect	Heal	10	6	100 %
Vitalize	Heal	5	8	100 %
Revive	Heal	20	10	100 %
Blind	Dark	2	1	60 %
Silence	Dark	3	2	60 %
Invisibility	Dark	20	8	100 %
Death	Dark	20	10	30 %
Life Drain *	Dark	1	1	80 %
Light	Energy	1	1	100 %
Lightning	Energy	3	2	100 %
Empower	Energy	8	7	100 %
Power Leech	Energy	15	10	100 %
Bless	Holy	4	1	100 %
Protect	Holy	8	3	100 %
Faith	Holy	10	7	100 %
Curse	Holy	20	10	75 %
Fire Arrow	Fire	3	1	100 %
Fireball	Fire	6	2	100 %
Meteor Storm	Fire	6	4	100 %
Wall of Fire	Fire	10	7	100 %
Inferno	Fire	20	10	100 %
Icicle	Ice	3	1	100 %
Ice Sleep	Ice	4	3	65 %
Freeze	Ice	6	5	55 %
Blizzard	Ice	15	7	100 %
Ice Coffin	Ice	20	10	50 %

* Available to Wraith only

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TABLE OF ENEMIES AND THEIR RESISTANCE ABILITIES

ENEMY	ICE	FIRE	ENERGY	BLUNT	PIERCING	SLASHING
Alligator Beast	Strong	Strong	Standard	Standard	Invulnerable	Standard
Archlich	Invulnerable	Invulnerable	Invulnerable	Invulnerable	Invulnerable	Invulnerable
Baby Bacite	Standard	Standard	Standard	Standard	Strong	Vulnerable
Bacite Shaman	Standard	Standard	Standard	Standard	Strong	Vulnerable
Barbarian Fighter	Standard	Standard	Standard	Standard	Weak	Vulnerable
Black Imp	Strong	Strong	Strong	Standard	Strong	Vulnerable
Black Knight	Vulnerable	Vulnerable	Vulnerable	Strong	Strong	Strong
Blue Imp	Invulnerable	Weak	Standard	Standard	Standard	Standard
Blue Minotaur	Invulnerable	Weak	Standard	Standard	Strong	Standard
Blue Oni Male	Invulnerable	Weak	Standard	Standard	Strong	Strong
Bone King	Vulnerable	Vulnerable	Strengthen	Vulnerable	Strong	Strong
Bone Knight	Weak	Weak	Strong	Weak	Standard	Vulnerable
Bone Mage	Vulnerable	Vulnerable	Strong	Weak	Standard	Vulnerable
Bone Servant	Weak	Weak	Standard	Weak	Standard	Vulnerable
Brass Golem	Strong	Strong	Weak	Vulnerable	Strong	Standard
Broken Brass Golem	Strong	Strong	Weak	Vulnerable	Standard	Standard
Brown Bacite	Standard	Standard	Standard	Standard	Standard	Standard
Burning Bone Knight	Weak	Strengthen	Standard	Standard	Strong	Strong
Carados	Vulnerable	Vulnerable	Strong	Standard	Strong	Standard
Cave Guardian	Invulnerable	Strong	Vulnerable	Standard	Strong	Standard
Crystal Rokhul	Invulnerable	Strong	Vulnerable	Vulnerable	Strong	Standard
Elite Samurai	Standard	Standard	Standard	Standard	Standard	Standard
Evil Joseph	Standard	Standard	Standard	Standard	Standard	Standard
Evil Urath	Strong	Strong	Strong	Strong	Strong	Strong
Fire Imp	Weak	Strong	Standard	Standard	Standard	Standard
Fire Salamanka	Weak	Invulnerable	Standard	Standard	Standard	Standard
Frozen Bone Knight	Strengthen	Weak	Standard	Standard	Strong	Standard
Galiene	Invulnerable	Invulnerable	Invulnerable	Standard	Standard	Standard
Gargoyle	Standard	Standard	Standard	Strong	Strong	Strong
Gorgonne	Standard	Standard	Standard	Weak	Standard	Standard
Greater Gorgonne	Standard	Standard	Standard	Vulnerable	Standard	Standard
Green Bacite	Standard	Standard	Standard	Standard	Vulnerable	Standard
Grey Stone Golem	Strong	Strong	Vulnerable	Strong	Strong	Vulnerable
Ice Witch	Strengthen	Weak	Standard	Standard	Standard	Standard
Ikaemos Priest King	Standard	Standard	Standard	Vulnerable	Invulnerable	Invulnerable
Jade Golem	Strong	Strong	Strong	Vulnerable	Invulnerable	Strong
Khosani Warrior	Standard	Standard	Standard	Standard	Standard	Standard
Lich	Vulnerable	Vulnerable	Invulnerable	Strong	Invulnerable	Strong
Luminar	Standard	Standard	Strengthen	Standard	Standard	Standard
Machival	Standard	Standard	Standard	Standard	Standard	Standard
Mummy	Weak	Weak	Invulnerable	Standard	Standard	Standard
Murod Oni	Standard	Standard	Standard	Standard	Standard	Standard
Murod	Standard	Standard	Standard	Strong	Strong	Strong
Normal Rokhul	Standard	Standard	Standard	Standard	Vulnerable	Standard
Oni Mage	Standard	Standard	Standard	Standard	Strong	Standard
Oni Male	Standard	Standard	Standard	Standard	Strong	Standard
Onyx Gargoyle	Standard	Standard	Standard	Strong	Strong	Strong
Orenian Archer	Standard	Standard	Standard	Standard	Standard	Standard
Orenian Samurai	Standard	Standard	Standard	Standard	Standard	Standard
Orenian Scout	Standard	Standard	Standard	Standard	Standard	Standard
Phoenix Rider	Weak	Invulnerable	Standard	Standard	Standard	Standard
Pijjan	Standard	Standard	Standard	Standard	Strong	Standard
Pyrul	Weak	Strengthen	Standard	Standard	Standard	Standard
Red Bacite	Weak	Strengthen	Standard	Standard	Strong	Vulnerable
Red Oni Female	Weak	Invulnerable	Standard	Standard	Strong	Strong
Red Rokhul	Vulnerable	Invulnerable	Standard	Standard	Vulnerable	Standard
Serpent Rider	Standard	Standard	Standard	Invulnerable	Vulnerable	Vulnerable
Sornehan Knight	Standard	Standard	Standard	Standard	Strong	Standard
Sornehan	Standard	Standard	Standard	Invulnerable	Invulnerable	Invulnerable
Steel Golem	Strong	Strong	Weak	Vulnerable	Invulnerable	Strong
Stone Statue	Standard	Standard	Standard	Weak	Invulnerable	Invulnerable
Tiger Rider	Standard	Standard	Weak	Weak	Strong	Standard
Titus	Standard	Standard	Standard	Standard	Invulnerable	Strong

MINI-Quests

Act 1 = Beginning of game to Death of Carados
Act 2 = After Death of Carados to Defeat of Tiger Rider
Act 3 = Tower of Eleh to Jade Temple and Death of Murod
Act 4 = Death of Murod to end of game

DURGAN'S LUCKY CHARM — Steps 1-7 are in ACT 1 and ACT 2 before acquiring the fourth ring.

- 1) Talk to Durgan the sailor by the ship in Lenele Outskirts.
- 2) Talk to Ivas the Gambler in Lenele Old City.
- 3) Talk to Gebbin the Pawnbroker in Lenele Old City near the prison.
- 4) Talk to Abilo the Merchant in Lenele Marketplace near the main bridge in the open bazaar area.
- 5) Talk to Goodwife Dama in Lenele Marketplace after the main bridge on the right side after the store fronts.
- 6) Talk to Torras the Jeweler in Lenele Crown District in front of the store on the right side of the stables.
- 7) Talk to Humbus the rat catcher in Lenele Crown District in front of the stables.
- 8) Talk to Chengdai in the slave pit in the Tower of Eleh (ACT 3).
- 9) Talk to Likai the Soldier in Wolong in front of the square.
- 10) Talk to Durgan in Lenele Outskirts by the ship in ACT 3.

WID THE TERRIFIED — ACT 1

- 1) Talk to Wid in Iona on the left side of the main Library.
- 2) Enter the Iona Catacombs and follow the left path down.
- 3) Once you cross the first bone bridge, the axe will be there in a brown bag.
- 4) Talk to Wid in Iona.

TATHAL THE WANDERER — ACT 1 & 3

- 1) Talk to Sister Bilan in Iona near the stairs to the top level (ACT 1).
- 2) Talk to Tathal the Wanderer in a Desert Day Random Encounter in ACT 3.

SHARDS OF THE GHIMAADI — ACT 1 & 2 (before acquiring the fourth ring)

- 1) Talk to Varyssa in Lenele Old City near the prison.
- 2) Find the green shard in the Lenele Sewers after opening gates A2 and A3 the shard is in one of the rooms that was closed before the gates were opened.
- 3) Find the red shard in Iona Catacombs near the blue torch at the end of the right path.
- 4) Find the blue shard in the Temple of Urath near the stairs when heading left after the front door.
- 5) Talk to Varyssa in Lenele Old City.

NOVICE SAMA — ACT 1 or beginning of ACT 2

- 1) Speak to Brother Eamon in Iona Monastery — bottom level.
- 2) Speak to Novice Sama in Iona Monastery — upper left level.
- 3) Speak to Brother Morhan in Iona Monastery — upper level Great Library.
- 4) Speak to Novice Sama — upper left level.

TORVA'S MAGIC LUTE — ACT 1 & 2

- 1) Anytime before acquiring the fourth summoning ring, get into a random encounter — forest night — there will be a fire imp in front of you at level start.
- 2) Collect Torva's Lute in level.
- 3) At beginning of ACT 2, go to Lenele Marketplace and speak with Torva — near bridge to Crown District.
- 4) If you don't already have Tova's Lute, go get it from random encounter — forest night — and return it to Torva.

THE SWORD OF JARL — ACT 1 & 2 (before acquiring the fourth ring)

- 1) Speak to Jarl in Lenele Marketplace after main bridge on right side in front of store.
- 2) Get into random encounter outside Lenele until you find Lord Korel.
- 3) Beat Lord Korel and take his sword.
- 4) Speak to Jarl in the Lenele Marketplace.

RAGNELL'S ROBBERS — ACT 1 & 2 (before acquiring the fourth ring)

- 1) Speak to Ragneli in Lenele Outskirts in the booth near the gate.
- 2) Get into random encounter outside Lenele until you find Zane.
- 3) Talk to Zane and get his bow.
- 4) Talk to Ragneli in Lenele Outskirts.

CERVALS GAME — ACT 1

- 1) Talk to Mercer the Tailor in Lenele Marketplace after main bridge in front of a store on the left side.
- 2) Talk to Cerval in Lenele Sewers near sewer exit to Lenele Old City.
- 3) Eliminate Cerval and get clothes.
- 4) Talk to Mercer the Tailor in Lenele Marketplace.

THE SALT SMUGGLERS — ACT 1

- 1) Speak to Pedrog in Lenele Old City ACT 1.
- 2) Collect Chunk of Salt in Lenele Sewers near crates in blue floor area.
- 3) Speak to Pedrog in Old City.

THE INFESTATION — ACT 1

- 1) Speak to Merden in Lenele Old City.
- 2) Defeat Bacites and collect their tails.
- 3) Return tails to Merden to collect bounty at anytime before collecting the fourth ring.

THE AMULET OF PRINCE YON — ACT 1

- 1) Get Flece in your party by going to Lenele Palace, ACT 1.
- 2) Go through the Lenele Sewers until you reach the Aqueducts.
- 3) Fight the sewer boss.
- 4) Enter Lenele Palace through the basement.
- 5) Get to the third floor of the palace.
- 6) Upon reaching the third floor, go left and then straight until you reach the end of the hall.
- 7) Have Flece pick the lock of the last door on the right.
- 8) In the room you will find the amulet.
- 9) Exit the room, go left, make a left at the first intersection and enter the first room on the right.
- 10) Watch the cut scene and enter the room to get Yago's key.
- 11) Exit the room, go left until the end of the hall, go left again and go into the room on the right.
- 12) Talk to Yago.
- 13) Exit the Palace.
- 14) Go to Lenele Outskirts and speak with Drego, located near to weapons dealer.

MIALA THE IOMANI — ACT 1 & 2 (before you acquire the 4th ring)

- 1) Speak to sister Miala in Iona, located on the outer wall.
- 2) Speak to Amas the Theologian in the Temple of Urath, located in the corridor.
- 3) Speak with Sister Miala in Iona again.

QELAH THE MUTHAVI — ACT 1 & 2

- 1) Talk to sister Qeliah in Iona, located on the outer wall.
- 2) Get Jekhar in your party and talk to Muthavi Captain on the docks in Lenele Outskirts.

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- 3) Go to Iona and speak with Sister Llio, located on the outer wall.

THE BEGGAR'S EYES — ACT 1

- 1) Speak to the beggar in Lenele Old City in ACT 1.
- 2) Speak to Apothecary in Old City.
- 3) Complete the Salamanka's Tongue quest.
- 4) Speak to the beggar again.

THE SALAMANKA'S TONGUE — ACT 1

- 1) Speak to the beggar in Lenele Old City, to start the beggar's eyes quest.
- 2) Speak with the Apothecary in Old City.
- 3) Exit Lenele and find the salamanka in a random encounter, while on the World Map.
- 4) Defeat Salamanka and collect the tongue.
- 5) Return the tongue to the Apothecary in old city.

THE RAG DOLL — ACT 1

- 1) Speak with the weeping butcher in Lenele Old City, before collecting the fourth ring.
- 2) Find the doll in the sewers, in the Bacite camp teepee.
- 3) Speak with weeping butcher in Lenele Old City again.

CRAZY IVEN — ACT 1

- 1) Talk to Crazy Iven, located in Lenele Outskirts near the hanging fish.
- 2) Examine the large fish near Crazy Iven and find the Fiery Falchion.

POMPORO'S HEIRLOOM — ACT 1 & 2 (before acquiring the 4th ring)

- 1) Speak to Pomporo in the Lenele Crown District, located at the last building at the back of the right side of the main path to the Palace.
- 2) Speak to Cordelia, located on the other side of the building.
- 3) Speak to chambermaid, located around the building.
- 4) Find the ring in Lenele sewers in the waterfall room.
- 5) Talk to Pomporo in Lenele Crown District.

THE SEEDS OF AAHUR — ACT 1 & 2 (before acquiring the 4th ring)

- 1) Speak to Beelon, located in Lenele Outskirts, next to the wall.
- 2) Speak to Elarh the Merchant, located in Khosani City on the 1st level of the 1st Temple on the right side.

THE ENCYCLOPEDIA OF HERESIES #28 — ACT 1

- 1) Speak to Zefnat the scholar in the Lenele crown district.
- 2) Speak to Bibrus the bookseller to get volume 28.
- 3) Go to the small library in Iona and examine bookcases to find volume 67.
- 4) Speak to Zefnat the scholar in Lenele crown district.

AESIK'S SWORD — ACT 1

- 1) Speak to Aesik in Masad, located crawling on the ground.
- 2) Speak to Earis in the Lenele Marketplace, located after the main bridge on the right.

FREE JINYAN — ACT 1

- 1) Speak to Aravind in Lenele Old City, near the burnt house.
- 2) Speak to Gorbus the Guard in Lenele Old City, at the keep.
- 3) Speak to Aravind.
- 4) Speak to Dagis the forger in Lenele old city.
- 5) Speak to Gorbus the Guard and bribe him.
- 6) Speak to Aravind.

TOME OF GAHNIS — ACT 2 & 4

- 1) Speak to monk in Iona Monastery before completing ACT 2. He is located on the outer wall of the second level.
- 2) Speak to Iodir the Heretic in Iona Monastery in ACT 4 on the upper level on the left.

DEATH — ACT 2

- 1) Speak to Ahlang in ACT 2 Orenia in a random encounter.
- 2) Speak to Death the cat in ACT 3 Orenia in a random encounter.
- 3) Speak to Ruidu the Fisherman in Wolong near the docks.
- 4) Speak to guardian of the shrine in Liangshan Forest — must be done after collecting Ring of the Forest and re-entering level.
- 5) Give bark to death and Ahlang in their random encounters.

THE GHOST OF IKAEMOS — ACT 2

- 1) Speak to the ghost Munorus in Ikaemos Palace.
- 2) Exit Ikaemos palace, go left, left at the end of the wall and go up until you can't go any further.
- 3) In the right corner is the necklace.
- 4) Speak to Munorus in Ikaemos Palace.

LORD CHAMBERLAIN'S MEN — ACT 2 (before acquiring the fourth ring)

- 1) Speak to Tovet near the outdoor theatre in Lenele Crown District.
- 2) Speak to Lord Chamberlain on the first floor in the main hall of Lenele Palace.
- 3) Speak to Kryss the Lantern-maker in Lenele Marketplace.
- 4) Collect 6 drams of gargoyle blood in Ikaemos Swamp by killing gargoyles.
- 5) Speak to Kryss the Lantern-maker in Lenele Marketplace.
- 6) Speak to Lord Chamberlain in Lenele Palace.
- 7) Speak to Torvet in Lenele Crown District.

SECRETS OF THE DAKHANIM — Act 2 & 4

- 1) Talk to Ilaru in Saanavarh — Act 2.
- 2) Get the Blank Parchment in Liangshan.
- 3) Talk to Ilaru in Act 4.
- 4) Get the Dakhanim Mirror from Iona.
- 5) Talk to Ilaru.
- 6) Get the Skull, Heart, and Gallbladder from random iceland encounters.
- 7) Talk to Ilaru.

TOME OF THE NHUVASARIM — ACT 2, 3 & 4

- 1) Speak to Ilaru the Priestess in Khosani ACT 2.
- 2) Collect tome in Jade Temple ACT 3.
- 2) Collect page 1 in Lenele Palace ACT 3.
- 3) Collect page 3 in Ikaemos Swamp near palace ACT 4.
- 4) Collect page 2 in Iona Monastery in minor library ACT 4.
- 5) Collect Page 6 in Lenele City near theater area ACT 4.
- 6) Collect page 4 in Lenele Sewers in waterfall room ACT 4.
- 7) Collect page 5 by completing Haenul quest.
- 8) Identify all pages.
- 9) Purchase page 7 in random encounter.
- 10) Collect page 8 from Mortakanas the Lich in random encounter.
- 11) Find Gesualdo in random encounter.
- 12) Defeat the Four Riders.

ELODACH THE INITIATE — ACT 2

- 1) Speak with Jerve the Elder, in the Temple of Urath.
- 2) Speak with Madog the beggar, in Lenele Marketplace.
- 3) Go back and forth between Jerve and Madog until Madog tells you that Elodach is gone.
- 4) Collect the Feather of Urath in the Iona Monastery, the upper level on the left.
- 5) Return the Feather to Jerve the Elder.

THE FATE OF RHUKHA — ACT 2, 3, & 4

- 1) Speak to the Keeper of Lore, in Khosani village in ACT 2.
- 2) Speak to Tiandi's ghost in the Wolong Caverns ACT 3, in the maze of caverns.
- 3) Collect Khosani Sword in the Wolong Caverns in ACT 3.
- 4) Collect the Khosani Helm in Liangshan Forest ACT 3, near the spike pit.
- 5) Speak to the Keeper of Lore in ACT 4 after defeating Pyrul.

LOGORO'S LONGSWORD — ACT 2

- 1) Talk to Logoros in Lenele nighttime marketplace.
- 2) Kill Sir Horum.
- 3) Return to Logoros to get sword.

NANDI THE GATHERER — ACT 3

- 1) Speak to Nandi in Wolong Village ACT 3 — exit the village after defeating Pinjyan and re-enter the level.
- 2) Collect the sparrow's egg in random encounter with Rhokuls.
- 3) Speak to Nandi.
- 4) Collect Ghimaadi's Cloak in random encounter with Onis.
- 5) Speak to Nandi.
- 6) Collect Bane's kiss in Liangshan Forest near houses after crossing the first bridge.
- 7) Speak with Nandi.

THE EMPEROR'S DRAGON SCALES — ACT 3

- 1) Receive the Green Dragon scale from Xueli in the slave pit in the Tower of Eleh (ACT 3).
- 2) Receive the Red Dragon scale in Wolong caverns near altar (ACT 3).
- 3) Receive the Blue Dragon scale from Tathal the wanderer when you give him the Nahul Scroll during a Desert Day random encounter. (ACT 3) (which you get from Sister Bilan at Iona in ACT 1 or 2).
- 4) Receive the Grey Dragon scale in Liangshan Forest. (After crossing the first wooden bridge, go all the way to the north and the scale should be found) (ACT 3).
- 5) After defeating Emperor Murod at the Jade Temple, walk out to the courtyard and talk to Gongji.

You do not need all the scales to complete the quest. Just 1, at least.

THE STATUE OF GAODI II — ACT 3

- 1) Defeat Pinjyan in Wolong, get Jekhar back in the party and exit and re-enter Wolong.
- 2) Talk to Cashi the Sculptor in Wolong near the town square.
- 3) Find the head in the hills on the left side of Wolong on the World Map.
- 4) Find the left leg in Wolong Caverns near the houses.
- 5) Find the right leg in Wolong Caverns near the river.
- 6) Find the left arm in Liangshan Forest near the tents.
- 7) Find the right arm in Liangshan Forest near the crater.
- 8) Talk to Cashi the Sculptor in Wolong.

LONGYUE'S HAT — ACT 3

- 1) Defeat Pinjyan in Wolong Day, get Jekhar back in your party and go to the World Map.
- 2) Re enter Wolong.
- 3) Talk to Longyue, located in the backyard of the last house, northwest from the beginning of the level.
- 4) Go to Liangshan Forest.
- 5) Walk past the second wooden bridge, where you fight the Serpent and Phoenix Riders, and go south until you find the hat in a corner.
- 6) Return to Wolong and talk to Longyue.

THE OHMEDILOSI — ACT 3 & 4

- 1) Collect the Tablet Map in the Jade Temple ACT 3.
- 2) Collect Umakil Carving in Lenele Palace ACT 3.
- 3) Speak to Kiva the Priestess in the Khosani ACT 4.
- 4) Collect the Dehilos Carving in Lenele Sewers ACT 4.
- 5) Collect the Muhul Carving in Ikaemos Swamps in ACT 4.
- 6) Speak with Kiva in Khosani.

ADESLANI — ACT 3

- 1) Speak to Adeslani in the Crown District after acquiring the 4th ring.
- 2) Follow Adelani to her brother's house.
- 3) Speak to Adelani.

THE KING OF TALAS — ACT 4

- 1) Speak with King of Talas in random encounter ACT 4.
- 2) Speak to Uligo the Artisan in Khosani — minor temple.
- 3) Speak to King of Talas in random encounter.
- 4) Defeat Demons of Light and Stone.
- 5) Speak to King of Talas in Khosani near the minor temple.

CRONE — ACT 4

- 1) Defeat Demons of light and stone in ACT 4.
- 2) Go to Khosani and speak with Elioma the Priestess on the temple.
- 3) Find Crone in random encounter and speak with her.
- 4) Return to the Khosani and speak with Elioma.
- 5) Collect stone rose in Ikaemos Swamp palace near the fountain on the lower level.
- 6) Return stone rose to Crone in random encounter.
- 7) Speak to Elioma.

THE HUNTING HORN OF VADAGHAR — ACT 4

- 1) Speak to Saato the Priestess in the city of Khosani — ACT 4.
- 2) Collect Horn of Vadagar in Lenele Sewers in teepee in old Bacite camp.
- 3) Return the Horn to Saato the Priestess.

HAENUL & THE GEMSTONE OF ERAEKOR — ACT 4

- 1) Defeat Pyrul in Khosani Labyrinth.
- 2) Speak to Athodi the Priestess in city of Khosani top of temple.
- 3) Exit the Khosani and get into random encounter — ice day — there will be Khosani heretics throughout the level.
- 4) Go to the base of mountain and find Haenul in the random encounter.
- 5) Defeat Haenul and collect Eraekor Gemstone.
- 6) Return to Khosani and speak to Athodi the Priestess.

LULEVA — ACT 4

- 1) Speak to Athana of Sidaeh in the city of Khosani, near the Labyrinth entrance, after getting the second Ring of Darkness in ACT 4.
- 2) Speak to Luleva in Lenele City, located near the stage.
- 3) Speak to Luleva in the City of Khosani.

THE SEEDS OF AAHUR, PART 2 — ACT 4

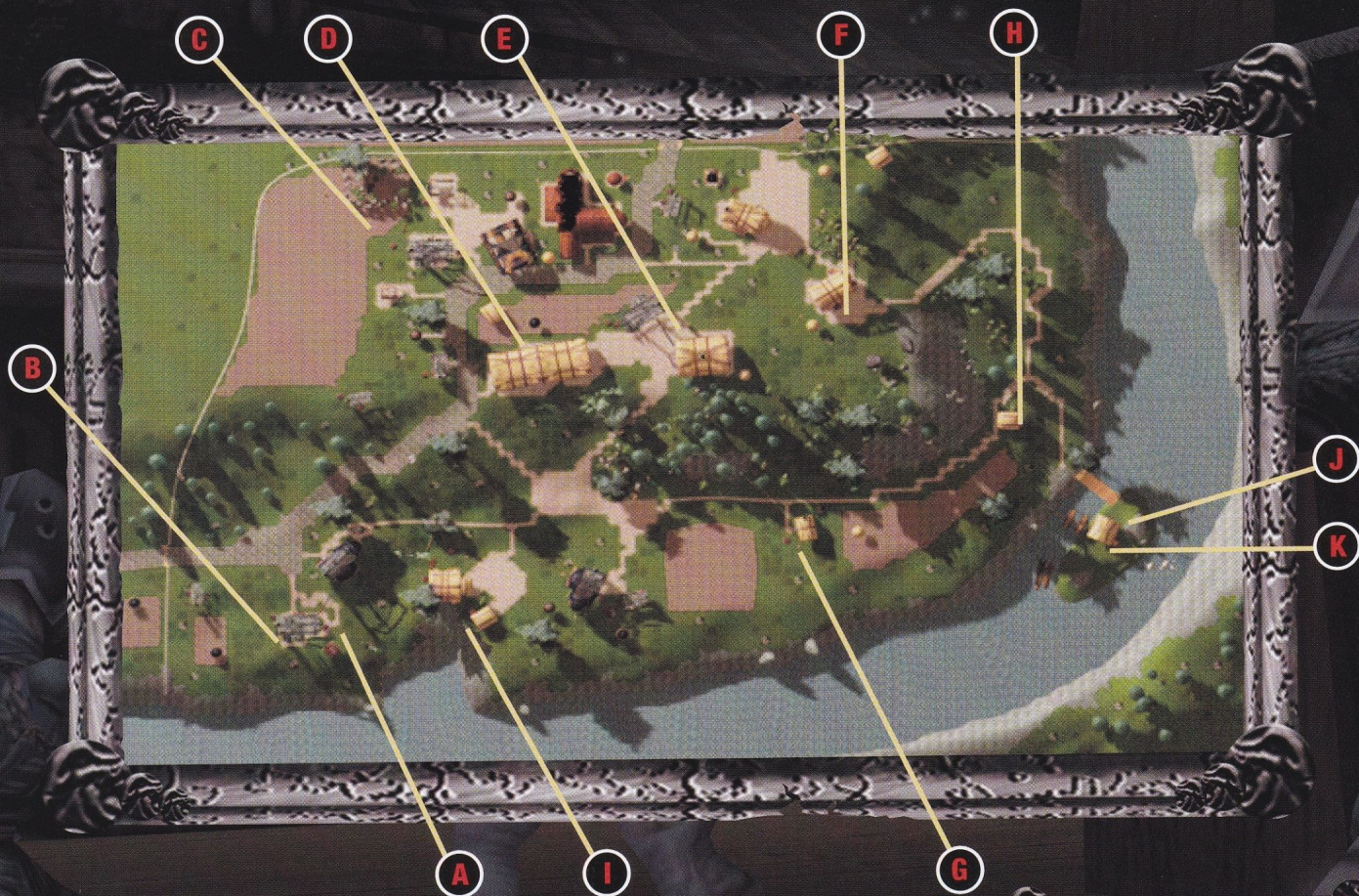
- 1) You must complete the Aahur seeds 1 mini-quest for this quest to be active.
- 2) Speak to Elarh the merchant in ACT 4, on the Minor Temple lower level.
- 3) Go to Lenele City and speak to Pyrtin, in the area that was the Lenele Outskirts.
- 4) Get the Dust of Aahur in the Iona Monastery, in building on the second floor.
- 5) Return to Khosani and speak with Beelon.

THE FAMILY TRADITION — ACT 4

- 1) Defeat Pinjyan in Wolong Day, get Jekhar back in your party and go to the World Map.
- 2) Re enter Wolong.
- 3) Talk to Fangyin, located in front of the square, and receive the locket and coin.
- 4) Go to Liangshan Forest and walk to the cemetery.
- 5) Talk to the Oni at the back of the cemetery on the left.
- 6) Leave the coin and locket in the cemetery.
- 7) Return to Wolong and talk to Fangyin.

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Masad



"WE WORKED IN THE FIELDS, PLANTING WHEAT AND RYE. THE DAYS' SHADOWS GREY LONG. OVER NAED'S HILL I SAW THEM RIDE. FOUR HORSEMEN, WITH AN ARMY OF BUTCHERS CLOSE BEHIND."
"HORSEMAN?"
"FAREWELL."



Talk to Mulik

The first thing to do in Masad is to speak with your old pal Mulik (A). He'll tell you about the bad guys that ransacked the village.



It's Go Time

Just past Mulik, you'll come across an Orenian Scout that is in the process of slashing a villager. It's too late for him, but you can use this first battle to practice the Chain Attacks technique of stringing together multiple hits. Simply push the D-pad in one of the four directions when the white "chain" symbol appears above Joseph.



LEGEND

- A - Mulik
- B - Aesik
- C - Cleansing Tonic
- D - Madrah
- E - Healing Draught
- F - Revive Scroll
- G - Joric's House
- H - Blue Pants
- I - Revive Scroll
- J - Barbarian Fighter
- K - Miller's Shed

Aesik's Sword

If you go straight ahead after the battle, you'll find Aesik crawling on the ground (B). Talk to him to find out about his heirloom sword, and the first of the many subquests. This one involves taking the sword to his nephew Earis. You can keep track of the quests you need to accomplish by looking under "Quest Journal" in the main menu (activated by pressing the Triangle button).



Examine boxes and the non-living

Masad is a large village with lots of area to cover. Be sure to examine doors, crates, and even the victims on the ground. You never know when you'll find a useful item or helpful information. Of course, we've listed most of the important items that can be found in the "info" box at the start of each level, and we will highlight the really important items during the course of the guide and will show them on the map of each level, as well.



Grab the Goods

Once you've eliminated an opponent, be sure to pick up what they may have left behind. Sometimes it may be gold, other times it may be very useful items such as weapons, armor, or health tonics.



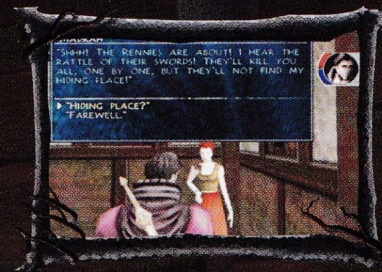
A + for Improved Skills

Every time Joseph goes up a level, he'll be rewarded with "skills points" that can be distributed among a variety of characteristics. You'll see a flashing "+" symbol on the character's health meter, indicating that there are points awaiting distribution. The first thing you will want to increase is the "sword weapons" and "heal" abilities. Keep in mind that the skills number can never be higher than the characters' level number.



Madrah in the Barn

The gates to a barn are open in the center of Masad, and inside you'll find a woman named Madrah (D). She's hiding from the Orenian thugs, of course, and she doesn't wish for you to stay. She tells you of the city of Lenele, a place for you to seek refuge. But, before you go, she'll give you a vial of Health Tonic.



Get the Cloth Gloves

Down near the southern part of the eastern side of Masad lies the home of Joric (G). Unfortunately, there lies Joric in a pool of blood outside of his home. He has willed to you his Cloth Gloves, which provide a little hand protection. This would be a good time to equip yourself with the items you have thus far accumulated.

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A trio of fine folk

Just north of Joric's home is where you'll find Khag, Uvala, and Nath. Nath tells you that you must leave Masad at once, and you should meet up with Yago in Lenele (another Quest Journal entry). Before you go, however, go up the hill and grab the pair of blue pants next to the cottage (H).

Big dude, bigger hammer

Your first big battle is with one really big dude — a Barbarian Fighter (J). "Konan" is no slouch, but if you can string together enough Chain Attacks, you will take him out in short order.



Get on the boat

Before you get on the boat and head up the river, grab the Recovery Tonic from over by the barrels next to the big miller's shed (K).



Lenele Outskirts

ARMS MERCHANT

ITEM	PRICE
Battle Axe	500
War Axe	100
Medevan War Axe	300
Sledgehammer	1000
War Club	500
Short Bow	100
Crossbow	1000
Quarterstaff	500
Halberd	1000
Falchion	200
Long Sword	1000
Short Sword	100
Bastard Sword	200

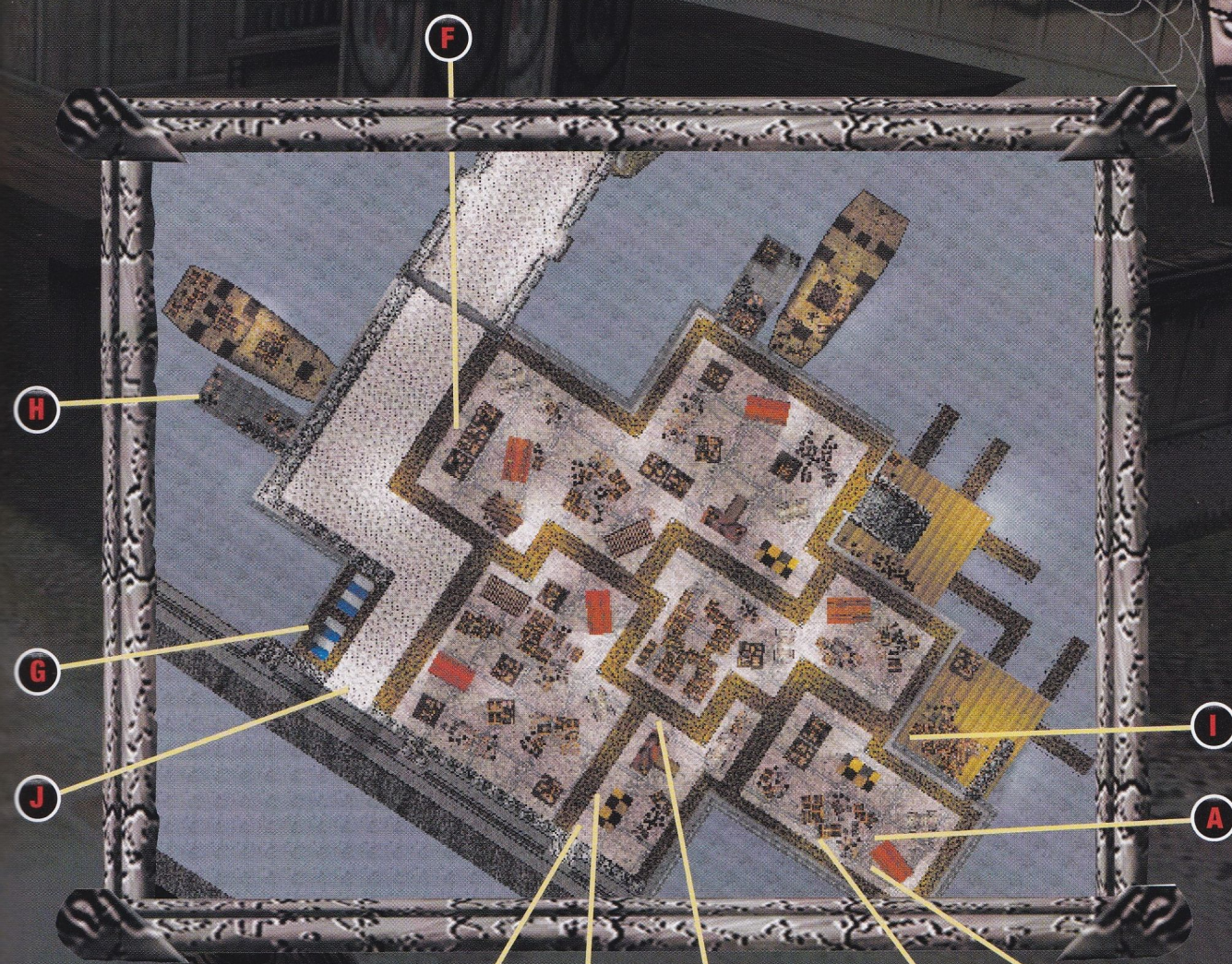
TRADER

ITEM	PRICE
Buckler	100
Recovery Draught	50
Healing Draught	100
Drithen's Brew	340
Citrine	750
Amethyst	450

You're on the outside

Before you reach Lenele, you'll be in the "Outskirts", where nothing much is happening, save for a bunch of goods being loaded off of the docks. The first thing to do here is head toward the southeast and visit the Arms Merchant (A). You won't have enough gold to buy anything decent, but you can sell the Worn Katanas you've been carrying around.





- LEGEND**
- A - Arms Merchant
 - B - Kiele rune
 - C - Crazy Iven
 - D - Beelon
 - E - Fiery Falchion
 - F - Healing Draught
 - G - The Great Ragneli
 - H - Durgan
 - I - Entrance to Sewers
 - J - Entrance to Marketplace
 - K - Drego



Who is that mysterious woman?

Right behind the Arms Merchant's wagon is Carcela. Talk to her. She mumbles something about Drego's clever plan, but then offers no other information, citing "it's a secret".

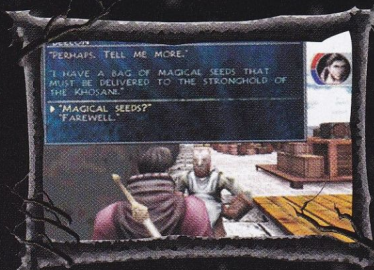
Lots of people have lots to say

There are dozens and dozens of folk wandering around the Lenele Outskirts. Sometimes you'll walk up to them while they're engaged in conversation with another person, and others will directly offer you a morsel of enlightenment.

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"One of us is crazy"

Head north toward the fisherman selling some **BIG** fish, and you'll find a little boy standing next to a man sitting on the ground (C). His name is Crazy Iven, and once you have spoken with him, your Quest Journal will have a new entry!



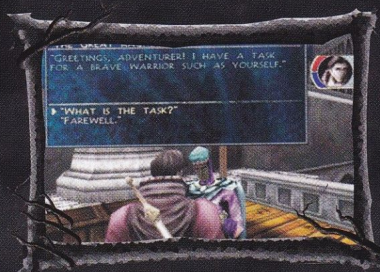
Make a beeline for adventure

Just across from Iven you'll find Beelon (D). Seems he has some magic seeds that he'd like to trade for an old cow. No, wait, that's another story. Beelon wants you to give the seeds to someone named Elarh, who is willing to fork over 2000 gold for them.



To the right of me

Head west until you see the two white & blue merchant tents. On the right is a Trader who has lots of good stuff to buy, although you won't be able to afford much of it...



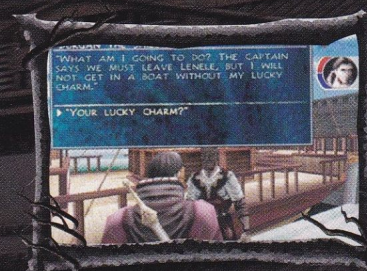
And to the left of me

...and on the left is the Great Ragneli (G). He wants to add yet another entry into your Quest Journal. Out in the Grasslands (random encounter), east of Lenele, is where you'll meet up with Zane. He'll give you the Bow, and you can then give it to Ragneli and earn 500 XP & 10 gold.



Durgan's Lucky Charm

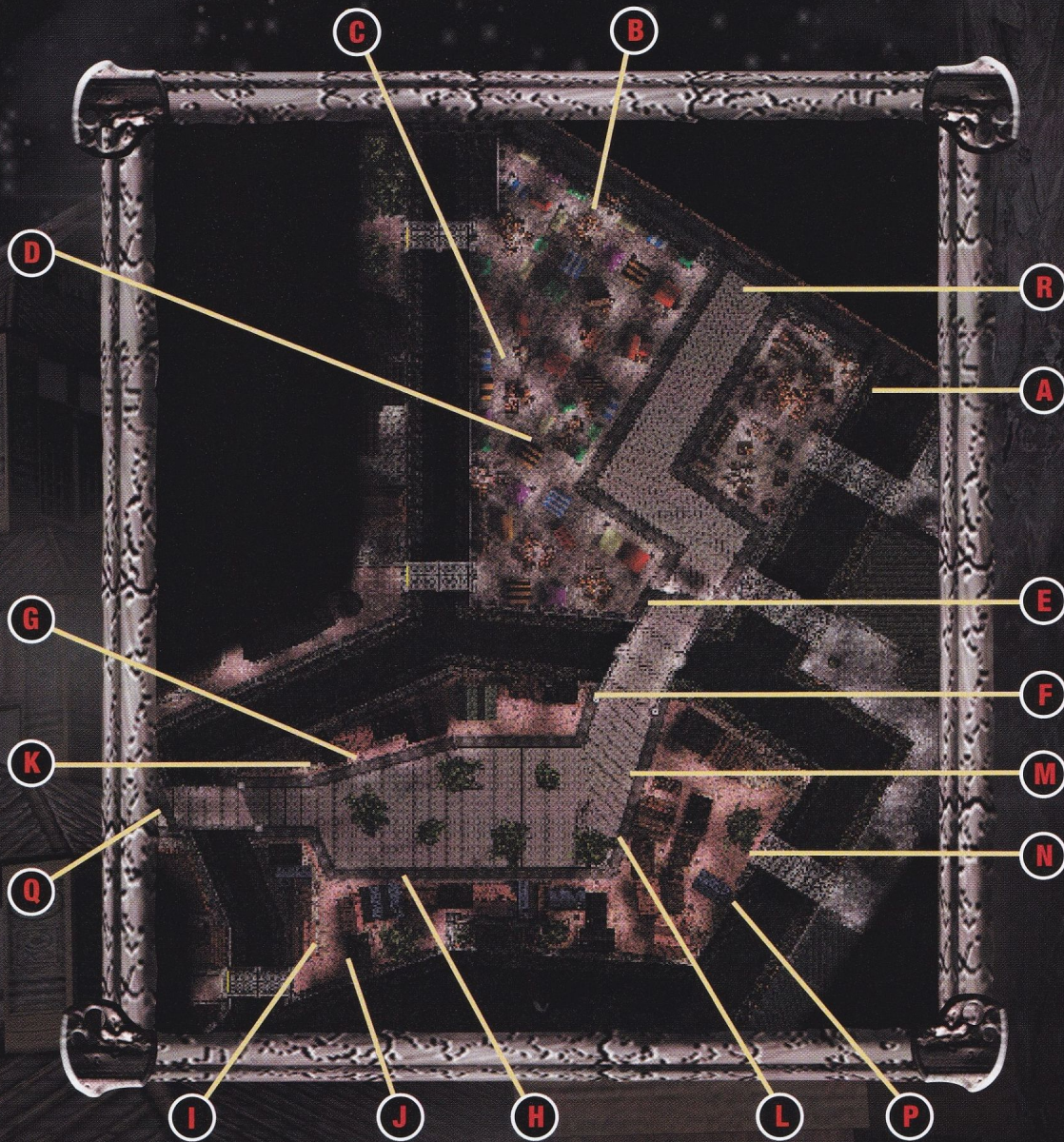
After your talk with Ragneli, head north and go down the dock (H) just past where the two Press Gang Thugs are "recruiting" the old guy. There's a boat and a sailor down there. Talk to the sailor (the boat has nothing to say). He's Durgan, and guess what? He too wants you to help him out! You have to get his Lucky Charms back from the dastardly leprechaun!



Head to the Lenele Marketplace

Head back up the steps and to the right, past our new bestest buddy Ragneli, and through the two big doors that lead into the marketplace. This might be a good place to save, if you haven't already.

Lenele Marketplace



LEGEND

A - Sewer Entrance
 B - G' Himaadi
 C - Shady Trader
 D - G' Himaadi Trader 2
 E - Jekhar

F - Earis
 G - Jarl
 H - Mercer the Tailor
 I - Smithy
 J - Kry's Lantern Maker
 K - Jar The Brewer

L - Bibrus the Bookseller
 M - Armorer
 N - Old City Entrance
 P - Lighting Rune
 Q - Go to Crown District
 R - Exit to Lenele Outskirts

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Ghimaadi Trader 1

Recovery Draught	...50
Drithen's Brew	...340
Swordsmen's Ring	...1000

Ghimaadi Trader 2

Revive Scroll	...150
Fire Arrow Rune	...25
Fire Arrow Tract	...100
Fire Arrow Scroll	...50
Fire Arrow Book	...200
Fire Arrow Tablet	...100
Icicle Rune	...25
Icicle Tract	...100
Icicle Scroll	...50
Icicle Book	...200
Icicle Tablet	...100
Lightning Rune	...50

Lightning Tract	...200
Lightning Scroll	...75
Lightning Book	...300
Lightning Tablet	...150
Inferno Scroll	...75
Meteor Scroll	...75
Curse Scroll	...75
Blizzard Scroll	...75
Healing Draught	...100
Recovery Draught	...50

Shady Trader

Club	...50
Staff	...100
Short Sword	...100
Dagger	...50

Smithy

Battle Axe	...500
War Axe	...100
Medevan War Axe	...300
Sledgehammer	...1000
War Club	...500
Halberd	...1000
Falchion	...200
Long Sword	...1000
Short Sword	...100
Worn Katana	...20
Bastard Sword	...200

Armorer

Steel Heeled Boots	...20
Studded Leggings	...20
Round Shield	...500
Buckler	...100



As big as the great outdoors

This place is huge! The Lenele marketplace seems to go on forever, and it has exits to the Lenele Old City and Lenele Crown District in various locations. To the right is a large gathering of tents where the sellers are, and to the left is where all the crates and boxes are stored. There's nothing much to the left (except the entrances to the Old City), so head over to the right and make your way past all of the sellers, buyers, and soldiers. There will be a bridge that crosses over to the Crown District, and to the right of the bridge, a path that leads down to the river.



Take me to the river

Should you decide to go down the steps to the water, it will lead you all the way around the Marketplace, but ultimately the flagstone path leads to a locked sewer entrance. Anyway, save yourself the effort, and don't do it.

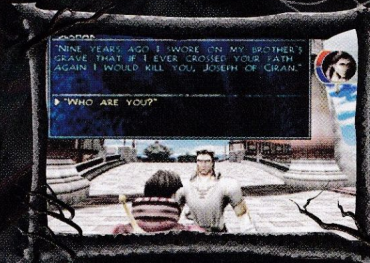
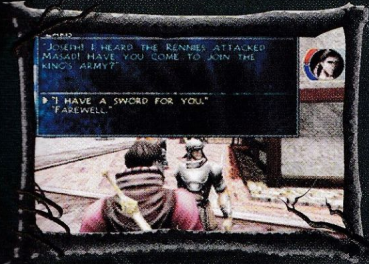


Talk to "Patch"

If you head to the left (south), along the first row of tents, you'll soon run into the Shady Trader (C). He's got a few things to buy, but nothing you really need right now. There's also another Ghimaadi Trader up and to the left (D), who's selling some potions.

Meet Jekhar

Head toward the middle of the Marketplace, to the center walking path headed south (E). You'll run into Jekhar, who's none-to-pleased to see you. He gives you your first insight into who you are and what happened in your past. Sounds like we'll meet up with him again!



Earis... where have you been?

The bridge in front of Jekhar leads to the Old City, but let's save that for later. Instead, go over the big bridge to the right, and turn to the right once on the other side. Why looky there — it's Earis (F). Give him the sword and collect the booty! Equip yourself with the Bastard Sword you just received!



Jarl The Smith

To the right, and down the street, along the right side, is a crusty ol' guy that is upset about being ripped off by a "nobleman" (Lord Korel) that didn't pay for his sword (G). He wants to know if you're willing to convince the guy to pay up, and he'll pay you for your efforts. You say "yes" and wonder about your new-found life as a bounty hunter/debt collector. Lord Korel can be found in the Grasslands.



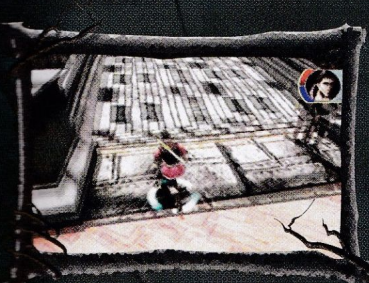
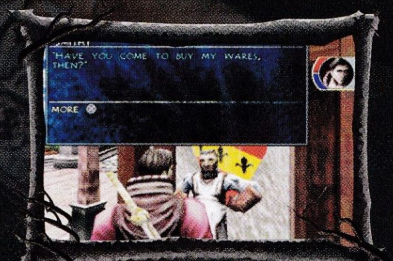
There's thievery in the air

Across the street is Mercer the Tailor, and it seems he too has been swindled (H). The thief goes by the name of Cerval, and if you can bring back the goods he done stole, then you'll be rewarded handsomely. Looks as if you've got quite a few things on your "to do list".



Talk to Smithy & the Lantern Maker

Cross the street to the left, and head down the alley where the Trading Shop is (I). Again, Smithy sells lots of good stuff, but you're still not quite ready. Talk to Krys, over to the left. He's a Lantern Maker and thinks his stuff is pretty high quality.

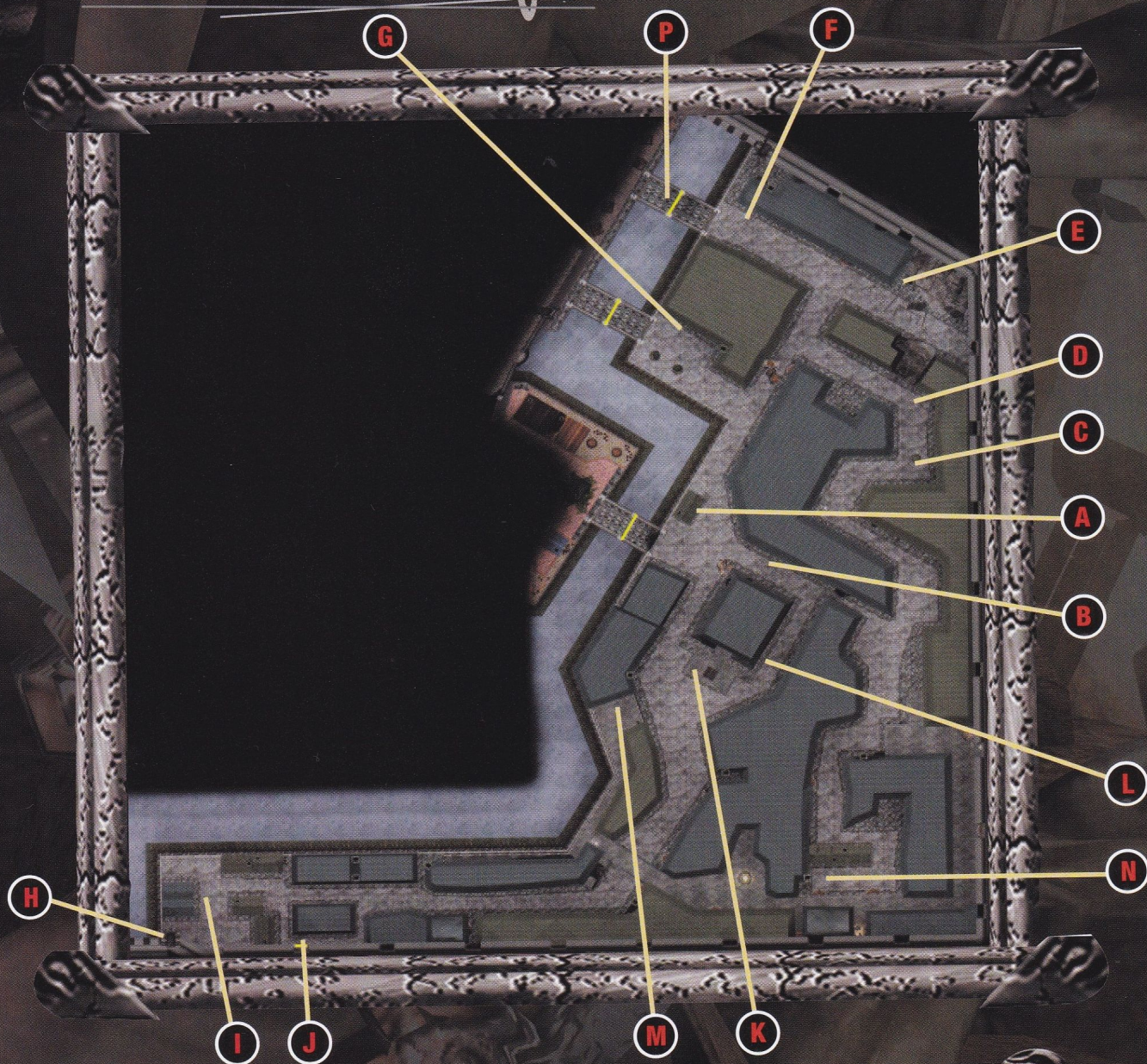


The Armorer in the dell

Continue down the street and you'll see a sign for the Armorer (M). He's got some items worth having, but your skill level is not quite ready to handle any of the items. Just down the street is a bridge that leads to the Old City — go there now (N)!



Lenele Old City



LEGEND

A - Apothecary
B - Varyssa
C - Butcher
D - Blind Beggar

E - Aravind
F - Tanner
G - Shopkeeper
H - Pedrog
I - Crenian Shopkeeper
J - Merden

K - Gorbus
L - Captain Tor
M - Shopkeeper 2
N - Dagis the Forger
P - Old City Exit

"HAIL, TRAVELER! HAVE YOU FOUND THREE SHARDS OF THE CITIES OF GLASS?"

► "NOT YET, FAREWELL."

New city, more questions

When you first enter the Old City, there will be an Apothecary to your left (A), who has a ton of things for sale. Skip him and keep going down the road. There's a Ghimaadi on the left side named Varyssa (B), and she's got something you might want — but she'll simply not give it to you. She does, however, offer to give you something worthwhile should you retrieve some stuff for her.

Shopkeeper 2

Healing Draught	100
Health Tonic	500

Shopkeeper 1

Heavy Boots	200
Tough Boots	20
Cloth Gloves	100
Silk Gloves	50
Cloth Pants	20
Cloth Shirt	20
Quilted Robe	20
Tunic	20

Apothecary

Revive Scroll	150
Fire Arrow Rune	25
Fire Arrow Tract	100
Ice Rune	25
Ice Tract	100
Lightning Rune	50
Lightning Tract	200
Lightning Tome	700
Meteor Scroll	75
Curse Scroll	75
Recovery Draught	50
Healing Draught	100

Tanner

Leather Boots	20
High Leather Boots	50
Leather Gloves	250
Leather Gauntlets	500
Leather Armguards	20
Leather Armor	20
Padded Surcoat	100
Leather Jerkin	500

Orenian Shopkeeper

Swordsman's Ring	1000
Blessed Necklace	2000
Citrine	750
Amethyst	450

Add the magic doll to the list

After speaking with Varyssa, head down the road, taking the next left and following it around until you see the man near the well (C). He is the "Weeping Butcher", and he will want you to find the magic doll that he accidentally dropped down a well.

"MY NAME MATTERS NOT, FOR I HAVE NOTHING IN THIS WORLD. I LOST MY LAND AND MY GOLD, AND NOW I'VE LOST MY EYES."

► "LOST YOUR EYES? FAREWELL."

The missing eyes

Just to the left of the butcher is a fellow sitting on the ground (D). He's a blind beggar and wants his eyes back. They were stolen from an apothecary who needed them for an important elixir. Go figure!

The search for Jinyan

Follow the road to the northern-most section, and you will run into a guy named Aravind (he wanders around the area) (E). He also requires your help — his old friend Jinyan is missing and he asks you to find out what happened to him.

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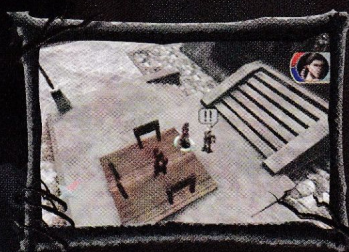


Turf Wars

In the southwestern most tip of Lenele Old City is **Pedrog (H)**, a thief who wants you to get some information on smugglers working his turf. If you can dig up some dirt on these hoodlum renegades, the old-guard thieves will reward you.

Big rats. Big, big rats.

Leave **Pedrog** and go back the way you came, taking the first right into an alley. **Merden**, cleaner of sewers, is there to greet you (I). He says he'll give you 50 gold per **Bacite** tail you bring him. Apparently, these large creatures live in the sewer and are keeping **Merden** from earning his pay.

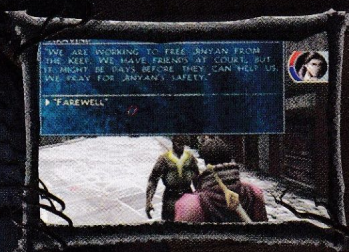
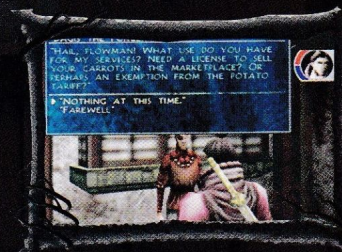


Gorbus knows something

Head back to the center of town, and talk to **Gorbus the Guard** on the steps of the Royal Prison entrance (K). He will give you information on the whereabouts of **Jinyan**, but says he can't release him without proper paperwork.

Dagis the Forger

Dagis the Forger is the man you need to see (N). He can get you some official looking paperwork to give to **Gorbus the Guard**, but it will cost you 25 gold.

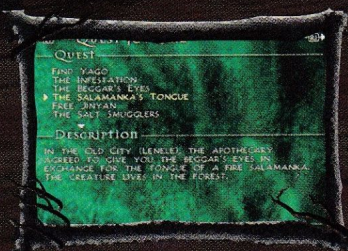
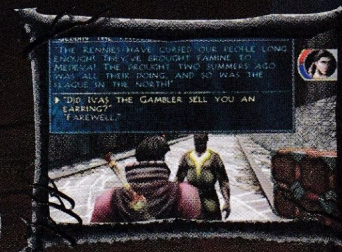


Return to Gorbus

Go back to see **Gorbus the Guard (K)**, and give him the paperwork to free **Jinyan**. He'll question you were you got the release order, but in this part of town, no official is beyond reproach. Simply offer him a "Jackson" — 20 gold — and he'll take the release and you'll be rewarded in the process. Head back up to where you first found **Aravind (E)**, and give him the news about his friend **Jinyan**. He'll reward you kindly!

Ivas the Gambler

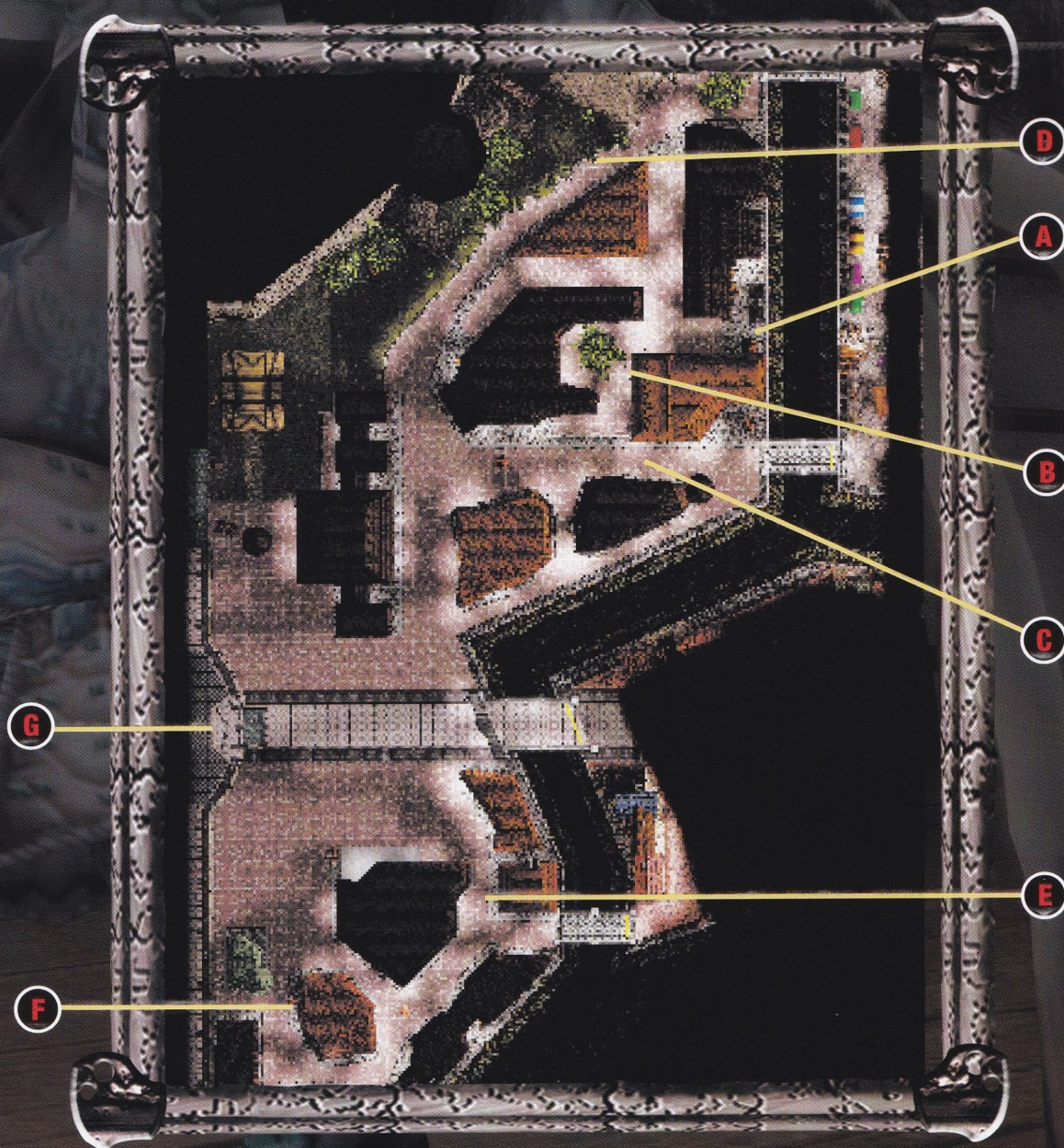
Head down and talk to **Ivas the Gambler**. He had **Durgan's Lucky Charm**, but he sold it to **Gebbin the Pawnbroker**, over by the jail steps. **Gebbin** will tell you that he sold it to **Agilo the Merchant**, located in the **Marketplace**.



Barter for eyes

Head back down to where the **Apothecary** is standing (A). He still has a bunch of items for sale, but what you really want to do is talk to him about the **beggar's eyes**. Before you know it, you'll have yet another entry into your **Quest Journal**. Take the northern most exit out of the **Old City (P)**, head across the **Marketplace**, and into the **Crown District**.

Lenele Crown District



LEGEND

A - Zefnat
B - Shopkeeper
C - Pomporo

D - Torras the Jeweler
E - Instore Shopkeeper
F - Amethyst
G - Temple Plaza Entrance

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Shopkeeper

Swordsman's Ring	1000
Blessed Necklace	2000
Citrine	750
Amethyst	450

Armor shop

Leather Boots	20
Cloth Gloves	100
Silk Gloves	50
Leather Gloves	250
Cloth Pants	20
Cloth Shirt	20
Leather Armor	20
Quilted Robe	20
Tunic	20
Leather Jerkin	500

Instore shopkeeper

High Leather Boots	50
Heavy Boots	200
Tough Boots	20
Silk Gloves	50
Leather Gauntlets	500
Leather Armguards	20
Leather Armor	20
Quilted Robe	20
Padded Surcoat	100
Leather Jerkin	500
Recovery Draught	50
Healing Draught	100

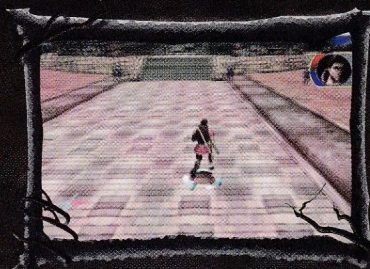


Zefnat the Bookworm

As you enter the Crown District, the first person to talk to is Zefnat. Go left, then keep walking straight down the flagstone paved street. Take the first left and you'll see a dude in a black robe looking down into the river below (A). He is Zefnat, the Scholar. He wants you to find book #28 of his collection, and gives you 250 gold to buy it from some guy in the Marketplace. This one sounds too easy.

The rats stole it

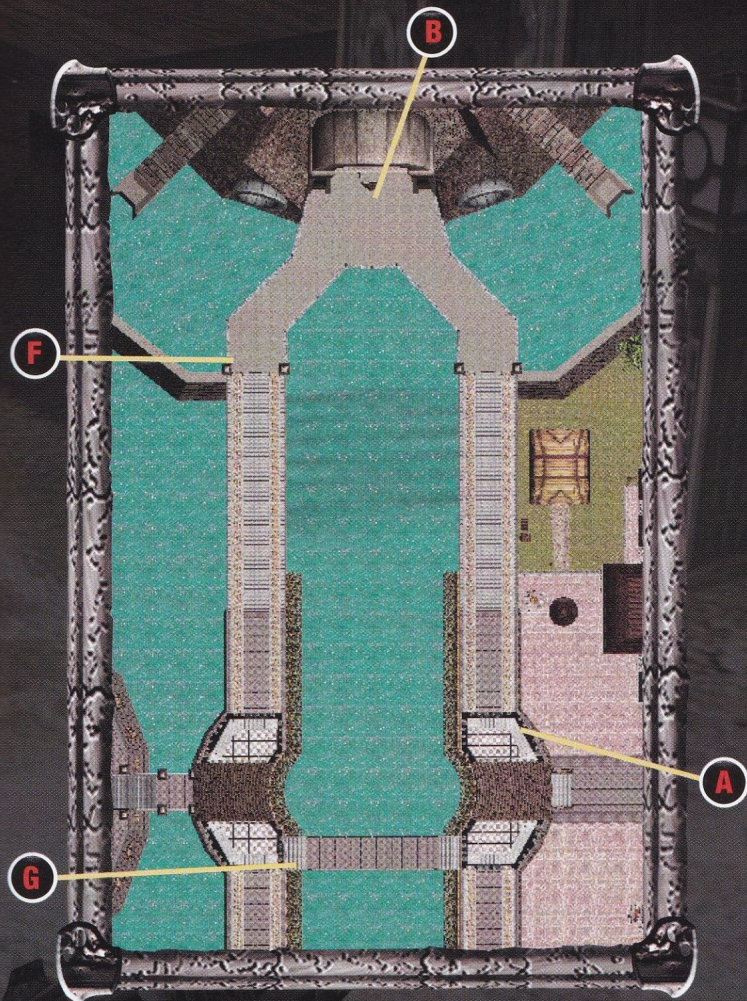
Across from the middle bridge is the home belonging to Pomporo (C). He has been robbed, and wants you to find the ring that's missing; his wife says the chambermaid stole it, and the chambermaid said the rats swiped it. Hmmm...



That's all there is going on in Lenele Crown District, so why don't we check out the Lenele Temple Plaza. You can't miss it — it's the only exit to the west, and it's right in the middle of the District (G)!

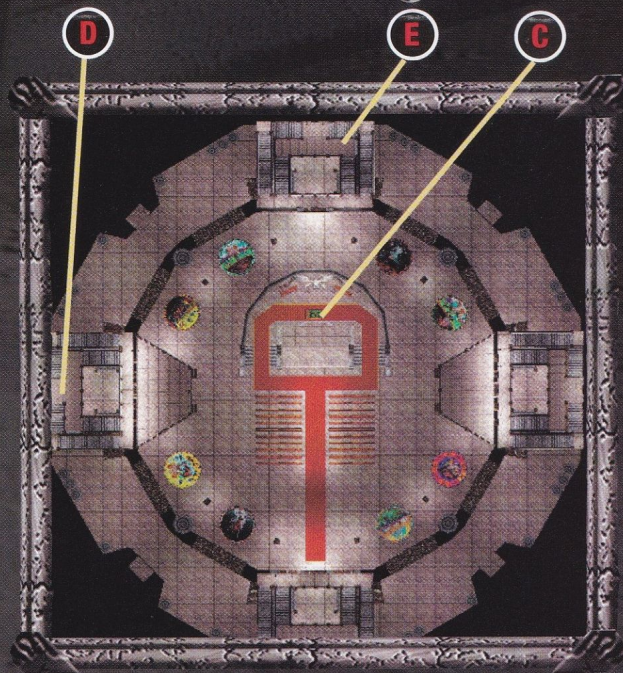


Temple Plaza / Temple of Urath



LEGEND

- A - Right Stairs
- B - Temple Entrance
- C - Feren C
- D - Blue Glass Shard
- E - Jerve the Elder
- F - Left Stairs
- G - Opening



Stairway to heaven?

The first thing to do on the Plaza grounds is to head up the enormous tower of steps to the right (A). In case you're wondering, there are 100 steps to the top (and just as many to the bottom)!

Head inside the Temple Of Urath

Once you've reached the top, you can talk to some of the folks milling about. Also, be sure to check out the views! Ok, now it's time to go inside the Temple of Urath (B).



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Talk to the Hierophant

Take the red carpet straight up to the altar and talk to Ferenc the Hierophant (C). It seems that each of the Temple's stained glass windows tell a different story. You'll learn everything you ever wanted to know about the "War of the Gods".



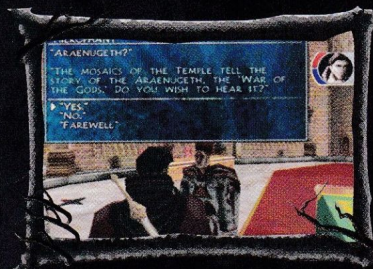
Exit stage left

After you've heard all you want from the Hierophant, head out the temple to the west, and you'll end up in a hallway with two large staircases. Behind the staircase on the right is a container holding a Blue Glass Shard (D). That's one down, two to go for the "Shards of the Ghimaadi" quest!



Jerve the Elder

Behind the altar, at the north end of the Temple, are more stairs. Take these stairs to meet up with Jerve the Elder (E). He will inform you of a missing Initiate named Elodach. If you find out any information regarding his whereabouts, you are asked to let Jerve know of it.



The first addition

Leave the Temple sanctuary and go down the "other" big flight of stairs on the right side (F). Keep going until you see the large closed gate ahead, and an opening on the left (G). Once you go through the gate, you'll have a chat with the palace guards and then you'll get introduced to Fleece — the first addition to the party!



The Sewers

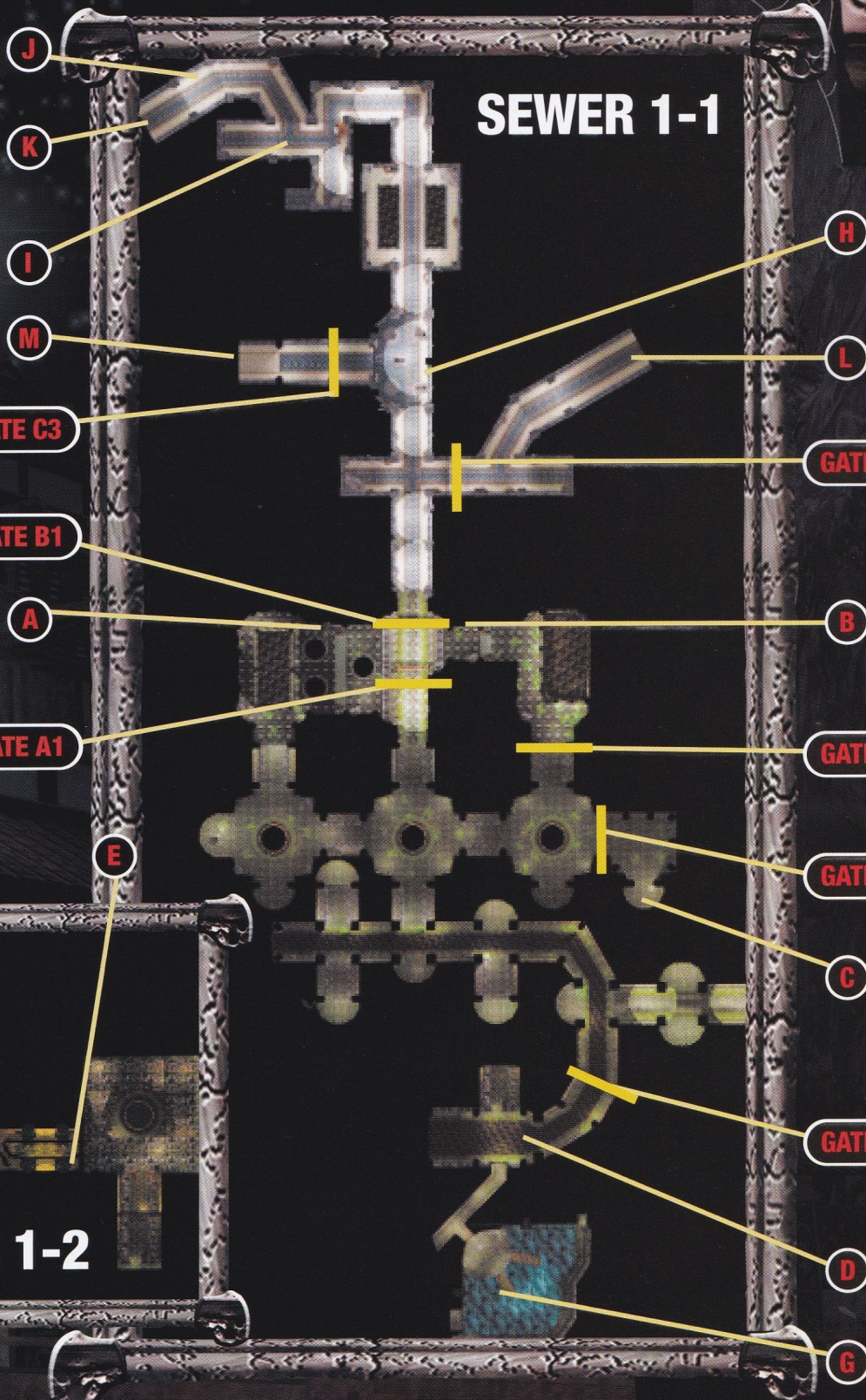
LEGEND

A - Golem Switch Masters
B - Secret Switch
C - Green Glass Shard
D - Landing Area

E - Hole in Wall
F - Bacite Nest
G - Signet Ring
H - Golem Switchers
I - Signet Ring + Sewer Ring
J - Cervai

K - Exit to Old City
L - Exit to Outskirts
M - Exit to Palace Aqueduct

SEWER 1-1



SEWER 1-2

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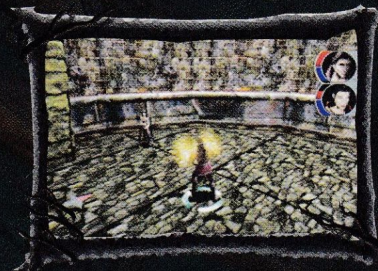


Keep Fleece with you

Now that Fleece has joined the party, you have a few options as how to handle her. The best thing to do is leave her AI setting as support, and don't go into "solo" mode. As long as she is beside you and fighting the battles, she will gain experience points as well.

Joseph has the touch

With Fleece alongside you, it will become evident in a rather short period of time that she will require your healing spell on a regular basis. Always keep an eye on her HP level, and watch your AP points to make sure you have enough AP to heal her in the heat of a battle.

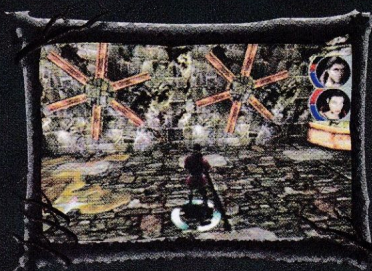
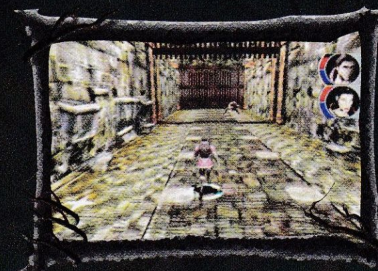


Find the Golem Switch Masters

At the northern most point of the sewer map lies the Golems that open and shut the gates of the sewers (A). The first one will open up gates A1 or B1 — have him open up A1 first. Have the other two Golems open up gates A2 and A3, respectively.

Search the new areas

Now that the gates have been opened, it's time to see what lies ahead. First, check out gate A1 and take care of the Brown Bacite (gotta collect as many tails as you can).

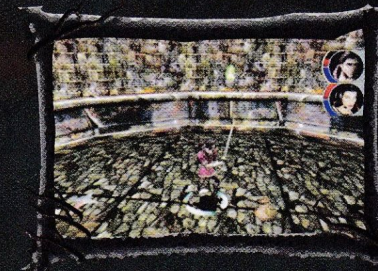


Find the secret switch

Head on up to gate A3, and follow the path to the very back (B). There will be two Broken Brass Golems to take care of before you can reach the intended destination. And, there are two switches on the right wall, although only the right one works for now. This opens "gate A4", as we'll call it!

Green Glass Shard

Head through the opening created when gate A2 was opened, and you'll find a container over in the corner to the right (C). The bag contains the Green Glass Shard — two down and one to go!



Head toward gate A4

Okay, now it's time to head back down toward the main entrance of the sewer. The secret switch that we activated earlier (gate A4) opened up a whole new level that needs to be explored. When you get down to the bottom area (D), you'll see another gate, an opening on the right and left, and two Green Bacites.



Right is right

Let's take the route to the right first, as there's only one way to go, and that's down! You'll soon meet up with a **Bacite** not previously encountered, and that's the **Bacite Shaman**. He's really only dangerous from far away, as he casts magic at you from a distance. Up close, however, he won't be able to use the magic and you can take care of him handily.



Attack the Shaman first

You'll soon come to another hole in the wall, and of course, you want to pass on through! There will be a **Bacite Shaman** behind a **Green Bacite**, so be sure to attack the Shaman first, otherwise he'll blast you with magic while you fight the other guy!



The Bacite's Nest

The circular area is filled with two **Brown** and one **Shaman Bacites**. Once they're out of the way, go into the **Tepees** and collect the booty (F) — a **Rag Doll** (for the **Weeping Butcher**) and a small shield (**Blinding Buckler**).



Find the Signet Ring

Make your way out of the nest and all the way back to the top entrance (E). Now, it's time to try the left side corridor opening. The path leads to only one spot — a control room looking area overlooking a raging waterfall of sewage. Head out onto the right pier and pick up the **Signet Ring** inside the container (G). **Pomporo** should pay well for this family heirloom!



Secret of the Sewers

Here's a nifty trick — go back all the way to gate A1, and make sure **Joseph** is standing inside the open gate. Now, hit R2 to take control of **Flece**, and then R1 to leave **Joseph** where he stands. Take **Flece** back up to the **Golem** that opens up gate B1 (thus closing gate A1), and then hit R1 again to become **Joseph**. Viola — you can now progress down the path!



Exits-a-plenty

The area you just opened up contains many more bad guys, switches, and items to collect. However, its main purpose is to serve as the gateway to the world above, as it offers no less than three exits to **Lenele**. Your first stop is to talk to the **Golems** (H) and have them open up gates C1 & C3. Be sure to have the third **Golem** open up both gates A1 & B1, making it possible for **Flece** to catch up with you. Hit the R2 button and take control of **Flece**, and have her meet up with **Joseph** near the **Switch Golems** and get ready to battle some thugs!



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Medavan Thiefs

Continue down the corridor until you encounter the Medavan Thiefs. These guys have a bunch of HP's, so it'll take awhile before you dispose of them. They have left some of their loot laying around, so you'll find a Chunk of Salt (for Pedrog) and a Sewer Grate Key nearby.



Battle with Cerval

Just past the thugs is Cerval (J). He's the guy that paid with false coins for the fine silk garments from Mercer the Tailor. He doesn't take kindly to your line of questioning, so it looks like you'll have to fight him for the goods. After the battle, exit through the passageway above (K).



Old City / Crown District / Marketplace



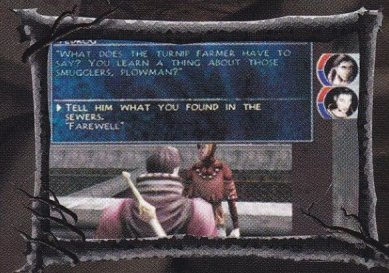
Back to Old City (See map on page 32)

When you emerge from the darkness of the sewers into the sunny streets of Old City, you'll find that you are standing right next to Merden, the guy that is going to pay you for all of those Bacite tails you collected! That was a good deal!



Uncle Tencrad?

Next, go down the street and find Pedrog (H) and give him the salt. He and "your uncle" will be thrilled to hear the news and see the salt. Another job well done!



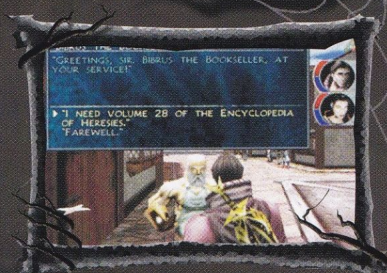
Find the Weeping Butcher

The butcher will be so happy to see you that he'll part with his most prized possession — a high quality knife made from Galadian steel! The weapon causes decent damage, but is lightweight and therefore offers excellent speed. Equip yourself with it now!



Go to the Marketplace (See map on page 29)

Leave the Old City through the northern most exit, and head toward the bookseller, **Bibrus**. Offer to buy Volume 28 of the Encyclopedia of Heresies. Say "no" when he asks if it is for Zefnat, otherwise he won't sell it to you. After that, head to see **Mercer the Tailor** (H) and return the silk garments to him!



Make tracks for the Crown District (See map on page 35)

It is now time to pay a visit to old **Pomporo**. Take a left (from **Bibrus**), and follow the street all the way to the Crown District (Q). From there, **Pomporo's** house is to your right, after you cross the bridge (C). You'll receive big XP and a **Berserker Sword**.



Return the book to Zefnat

Just around the corner is **Zefnat**, who is waiting to receive Volume 28 (A). After you give him the book, he'll ask you to find the last volume for him as well — number 67!



Fat Wallet

Before we move on, now might be a good time to assess your party members' wardrobe and item supplies. Specifically, you might want to spend the gold on leather jerkins & gloves for both **Flece** & **Joseph**. You can find these items at the instore shopkeeper (E). Don't forget to sell the shopkeeper your old items!



Back to the Sewers

Turn around and head back to the Marketplace going through the middle entrance, then into the Old City. Make your way back to **Merden** and enter into the sewer from that point.



To the Aquaduct (See map on page 39)

Head back to where the Golems threw the switches (H), and take the C3 gate exit — it leads into the Palace Aquaduct and straight into the arms of the first Boss: The Iron Golem.

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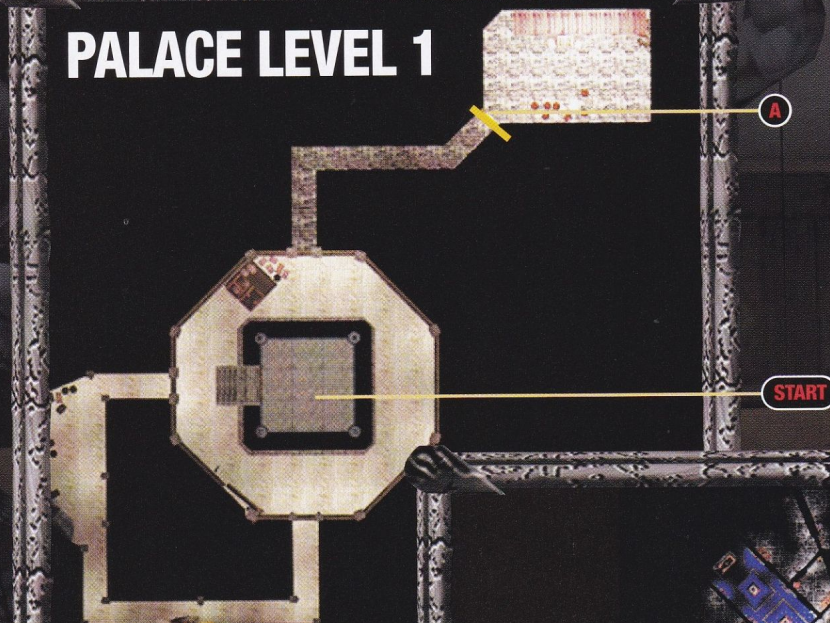


BOSS

The first boss is fairly easy, but you'll need to set the scenario properly. First, use the Holy spell "Protect" to give the party more defense. Secondly, take control of Flece, and have her fight one of the henchman Golems off to the side. Next, take control of Joseph and concentrate on the Iron Golem first, then eliminate the regular Golem after that. If you see that Flece is taking on too much damage (or that Joseph is), don't forget to use the "Heal" spell. Continue to the back of the Palace Aqueduct, and there you will find the entrance to the Palace.

The Palace

PALACE LEVEL 1

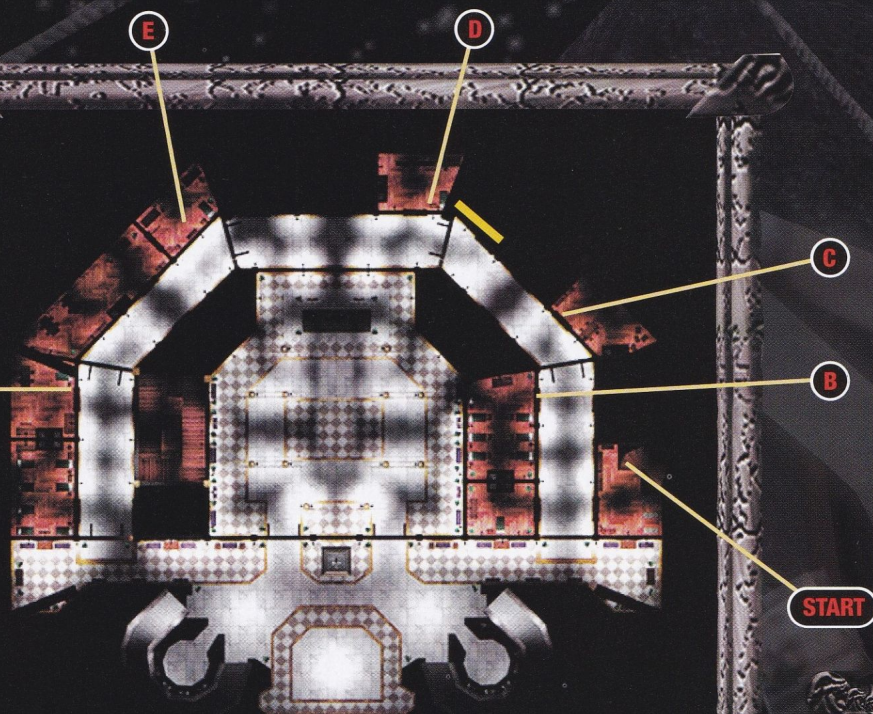


LEGEND

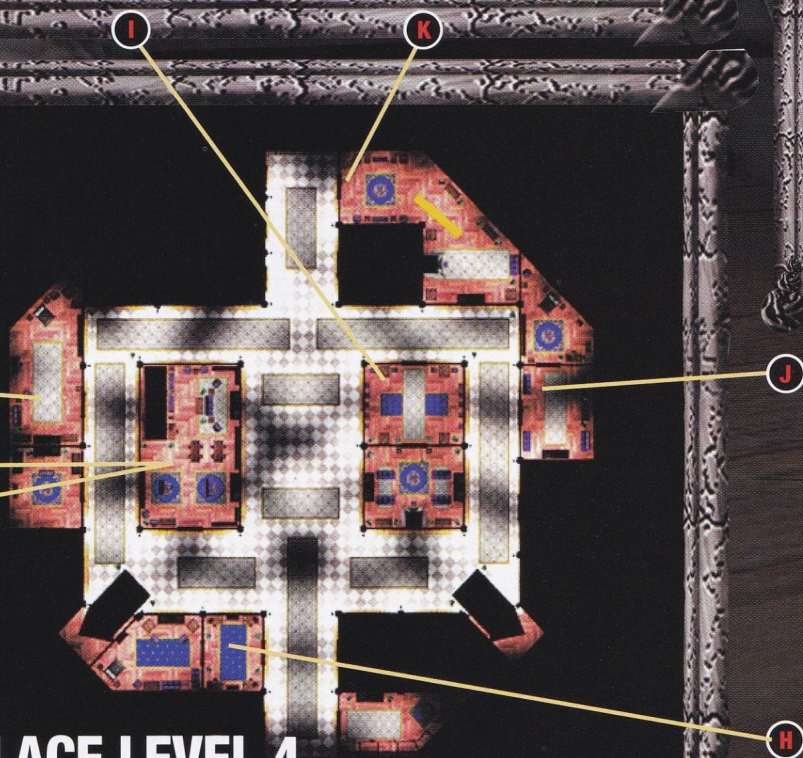
A - Secret Door
M - Exit

PALACE LEVEL 2





PALACE LEVEL 3



PALACE LEVEL 4

LEGEND

- C - Scribe
- D - 2 Scribes
- E - Treasure
- F - Chamberlain
- G - Lady's Room
- H - Fire Arrow Tract
- I - Yago's Key
- J - 1,000 Gold
- K - Yon's Amulet
- L - Yago

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Flece goes solo

Once inside the Palace walls, you'll find out that Flece wants to go searching for an amulet — by herself. However, she says that she'll get in touch with Yago for you. Stay put, plowboy!

WHAT ARE YOU LOOKING FOR?
"AN AMULET. IT USED TO BELONG TO A PRINCE, BUT HE DIED YEARS AGO. A MAN NAMED DIEGO WANTED IT."
"SO YOU'RE GOING TO STEAL IT?"



Avoid the Palace Guards

As you head down the steps from where Joseph stands, take a right and go down the hallway on the left. It appears to be a dead end (A), but you can open the wall by pressing the X button. Head up the stairs and go to the right. If you go left, you'll run into a guard and will be put back at the starting point with Joseph.

Room with a view

In the next room, the palace servant tells you that Lord Yago is on the third floor. Make your way up the circular staircase (in the next room), and then stop before you open the door in that room. There's a guard patrolling the hallway, so you need to time it so that he is in the second room on the left before you head out (B). Pull the camera back so that you can see over the walls.



Close all doors

Make a dash down the hallway, and get into the first room on the right (C). There's a scribe in that room; talk to him, and then wait for the guard to go by before you make your break for the hallway. After the arch, you can enter the first room on the right — be sure to close the door behind you (D).

Take it one room at a time

The room you just entered has two scribes in it, offering little more than an opinion. Stay there until the guard on the left goes back down the hallway. Run down the hallway, and stop at the archway with the two big doors — stay to the left so that the guard can't see you. After he leaves, go into the first room on the right — this room contains a couple of scribes and a Treasurer (E).



Wench? Who's a wench?

Past the arch down the next stretch is a chamberlain in the first room on the right (F). He's not real polite, but at least he doesn't turn you in to the guards! This might be a good time to save! When the coast is clear, go across the hall to the room with the wood staircase that will take you up to the next level.



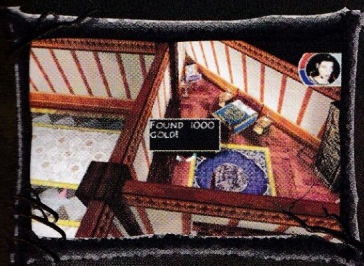
Grab the Amethyst

From the "lady's room", you'll want to go out the door and left, then take the first right and into the room on the right (H). There's another door in the back that leads to a room with a container. Open it up and score an amethyst.



The King of Medeva

Exit the room and go left, running down the hallway and taking the second right (I). You will trigger a cut scene between the King of Medeva and a mysterious woman. What was all that about? We'll find out later, no doubt. For now, enter the room and grab Yago's Key (in the left corner).



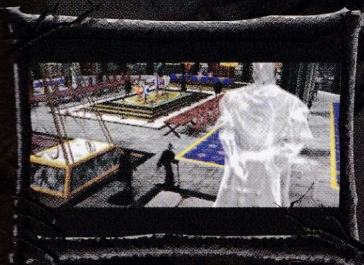
Grab the Big Money

Exit the room to the right, turn to the right down the hall, and enter the room with the noblewoman on the left (J). She's not much to talk to, but the room behind her has 1000 gold hidden in the bookshelves on the left!



Pick the Lock

To the north east of "the lady's room" is a door in the far right corner that can be successfully picked (K)! The room contains two bags; one with an amethyst, the other Yon's Amulet — the reason Fleece wanted to get into the Palace in the first place!

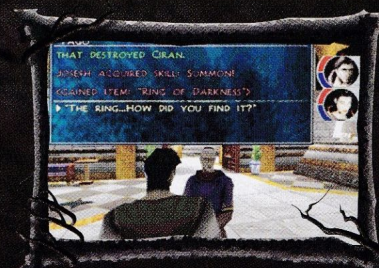


Meet Yago

West of the Lady's chambers is where you'll find Yago (L). Getting there, however, will take some work. There's a guard standing at the top of the stairs, and there's a second that doesn't venture far. Go around to the other side and get into Yago's room from there.

Ring of Darkness

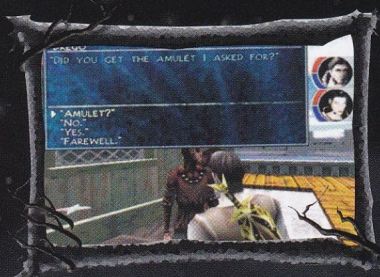
You will learn much of the storyline from Yago, and receive the summoning Ring of Darkness, as well. After you've equipped Joseph with the ring, it'll be time to move on out of the Palace. Go down to the second level and speak with all of the interesting people — you'll learn a lot from them! After you're done, exit into the Palace Plaza through the main entry (M).



The road to the Iona Monastery

A long journey into night

It's a long trek, but you'll need to make your way all the way back to the Lenele Outskirts. Hook up with Drego and give him his amulet. You get a huge reward, and you feel good, too! Talk with the arms merchant and sell off all of those unwanted items! You've got enough cash to buy lots of stuff! Be sure to buy Fleece the Crossbow — it's well worth the 1000 gold.



Random Encounters

Once you're ready to go, head on out to the world map, and begin your journey eastward toward Iona. You will find yourself in random fighting (hills, grassland, forest) levels after you travel for a bit. Unlike previous encounters, however, you won't have any quests to complete, so these stages can be used simply to gain XP.



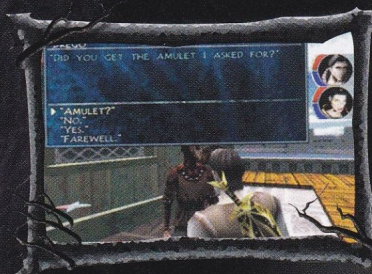
A time to summon

Now that you have the ability to summon monsters, how about giving it "a-go" next time you find yourself in the one of the random areas? You can take control over the creature just like you would Joseph or Fleece — the monsters even have spells they can cast!



Iona Monastery

The journey to Iona can take some time, especially if you encounter a lot of the random fighting areas. If you're in a hurry, just bypass the fights by running straight for the yellow "out of bounds" line that signals the entrance to the world map. The Iona Monastery will appear as an island just off the mainland.



Iona Monastery

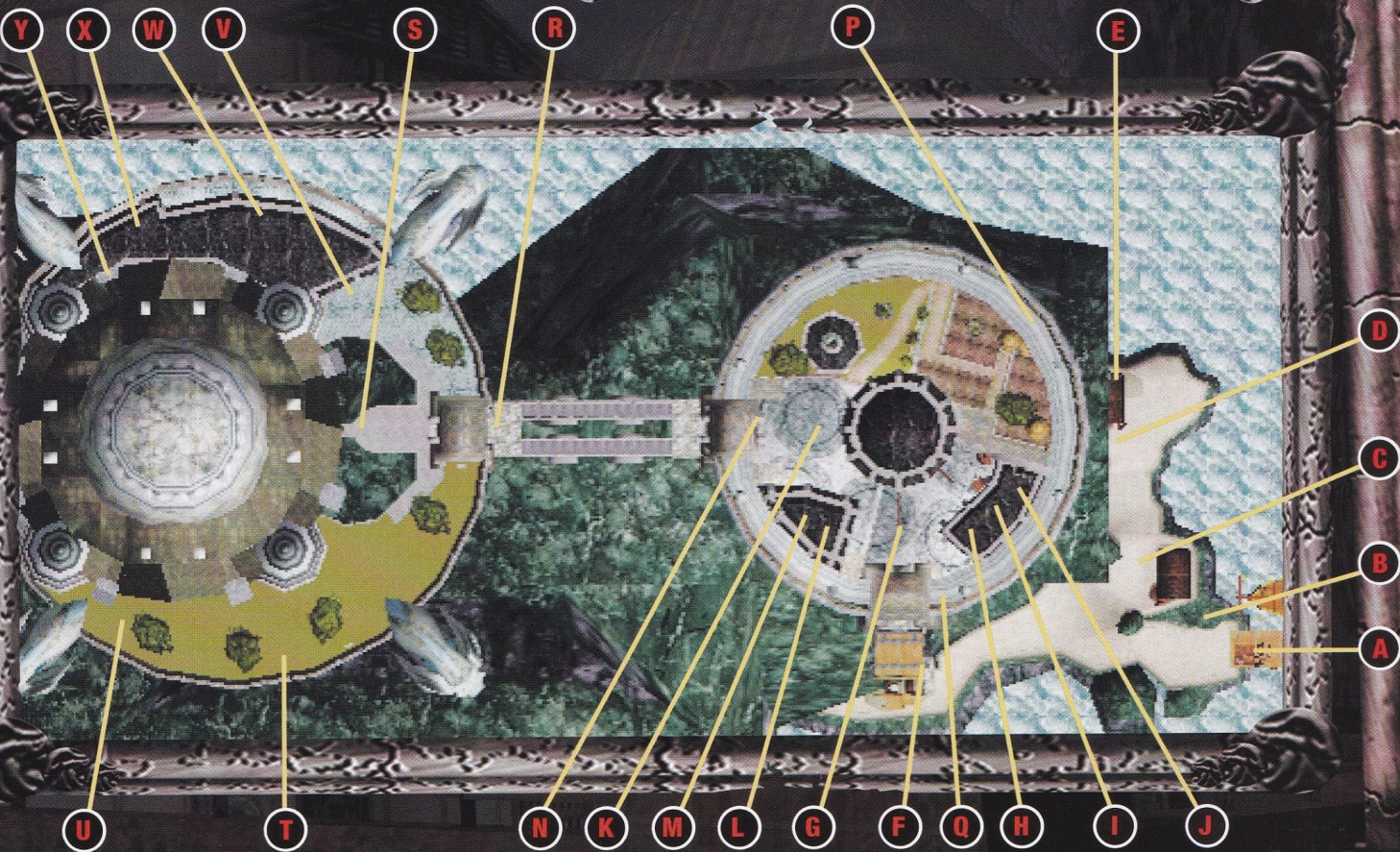
LEGEND

A - Pier Entrance	L - Chamberlain
B - Recovery Tonic	M - Litrine
C - Emmah	N - Monk
D - Cleansing tonic	P - Sister Qelah
E - Samael	Q - Sister Miala
F - Lift Golem	R - Sister Bilan
G - Brother Eamon	S - To Great Library
H - Health Tonic	T - Brother Wid
I - Cellarer	U - Sama
J - Revive Scroll	V - Minor Library
K - Brother Waard	W - Volume 67
	X - Master of Keys
	Y - To Catacombs

EMMAH

Club	50
Yew Bow	50
Short Bow	100
Crossbow	1000
Quarterstaff	500
Staff	100
Falchion	200
Short Sword	100
Dagger	50
Revive Scroll	150
Tome of Revive	600
Fire Arrow Rune	25
Fire Arrow Tract	100
Fire Arrow Scroll	50
Fire Arrow Book	200

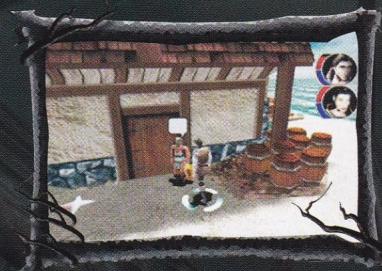
Icicle Rune	25
Icicle Tract	100
Icicle Scroll	50
Icicle Book	200
Lightning Rune	50
Lightning Tract	200
Lightning Scroll	75
Lightning Book	300
Inferno Scroll	75
Meteor Scroll	75
Curse Scroll	75
Ice Coffin Scroll	75
Blizzard Scroll	75
Recovery Draught	50
Healing Draught	100
Drithen's Brew	340



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Emmah the Trader

When you first get off of the boat, go see Emmah (C). He's got a ton of stuff for sale, and now might be a good time to buy some upgrades. If you're unsure, get a few copies of the magic books (Lightning, Icicle, etc) and the Tome of Revive will also come in handy.



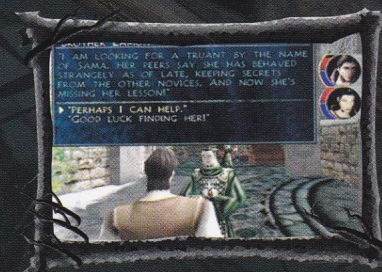
Samael the caretaker

Samael the caretaker (E) has some interesting opinions on the monks, so you might want to chat with him before heading up to see the Golem that will take you to the Monastery (F).



Visit Brother Eamon

Once inside the monastery walls, the first thing to do is talk with Brother Eamon (G). He would like you to find Sama, a young novice that has been absent from her lessons. Another journal entry is added!



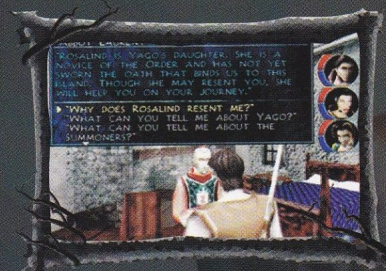
The Cellarer and Brother Ovaard have much info

Next, talk to the Cellarer (I), for he has a wealth of information! After that, make your way to see Brother Ovaard (K). He'll tell you of the Crypt of Kings and the catacombs — your ultimate destination here at the monastery.



Rosalind joins the party

Make your way to see the Chamberlain & Prioress (L), talk with them, and then head up the stairs. You'll trigger an interesting cut scene with Abbot Laurent, and you'll meet the newest member to the party — Rosalind.



Speak with Abbot Laurent

The Abbot is about as wise a man as you will find. Shoot, he has already lived longer than three lives! After he answers all of your questions, he suggests you return to Brother Ovaard and get the key that will open up the catacombs.



The Tome of Ghanis

As you leave the Chamberlain's office, take an immediate right and meet the monk in the back of the alley (N). He's got a book that he needs you to deliver, but you don't know to whom!



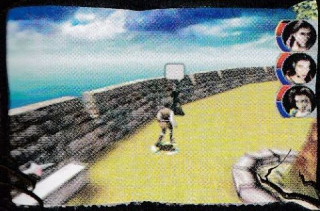


Two more entries into the Quest Journal

Brother Ovaard (K) gives you the key to the catacombs, and implies that your entrance there can be found in the "Minor Library". Before you go there, however, head up the steps on the right and walk along until you meet Sister Qelah (P), followed shortly thereafter by Sister Miala (Q).

Meet Sister Bilan

Past Brother Ovaard are the steps that lead down to the entrance to the walkway to the Great Library. There are two giant sets of stairs that lead upward, both ending up at the same landing area. When you reach the top, Sister Bilan (R) will be on the right — talk to her to get another quest.

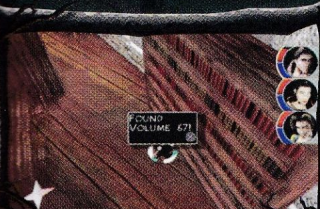


Wid the Terrified

Go through the little hallway and then stop before the steps. Straight ahead is the Great Library (S), which you cannot enter at this time. Instead, take a left and meet up with Brother Wid (T). He, too, has a request to make of you.

Sama the Novice

Just past Wid, down the grassy area toward the end, is Sama (U). She wants you to return a book to the Great Library. You can play this one of two different ways: 1) Give the book to Brother Morhan at the door of the Great Library and receive 200 XP; or 2) Give the book to Brother Eamon and receive 200 gold.

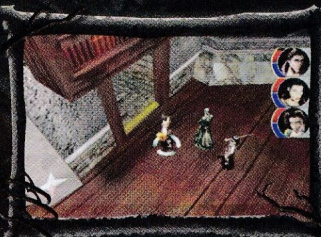


Enter the Minor Library

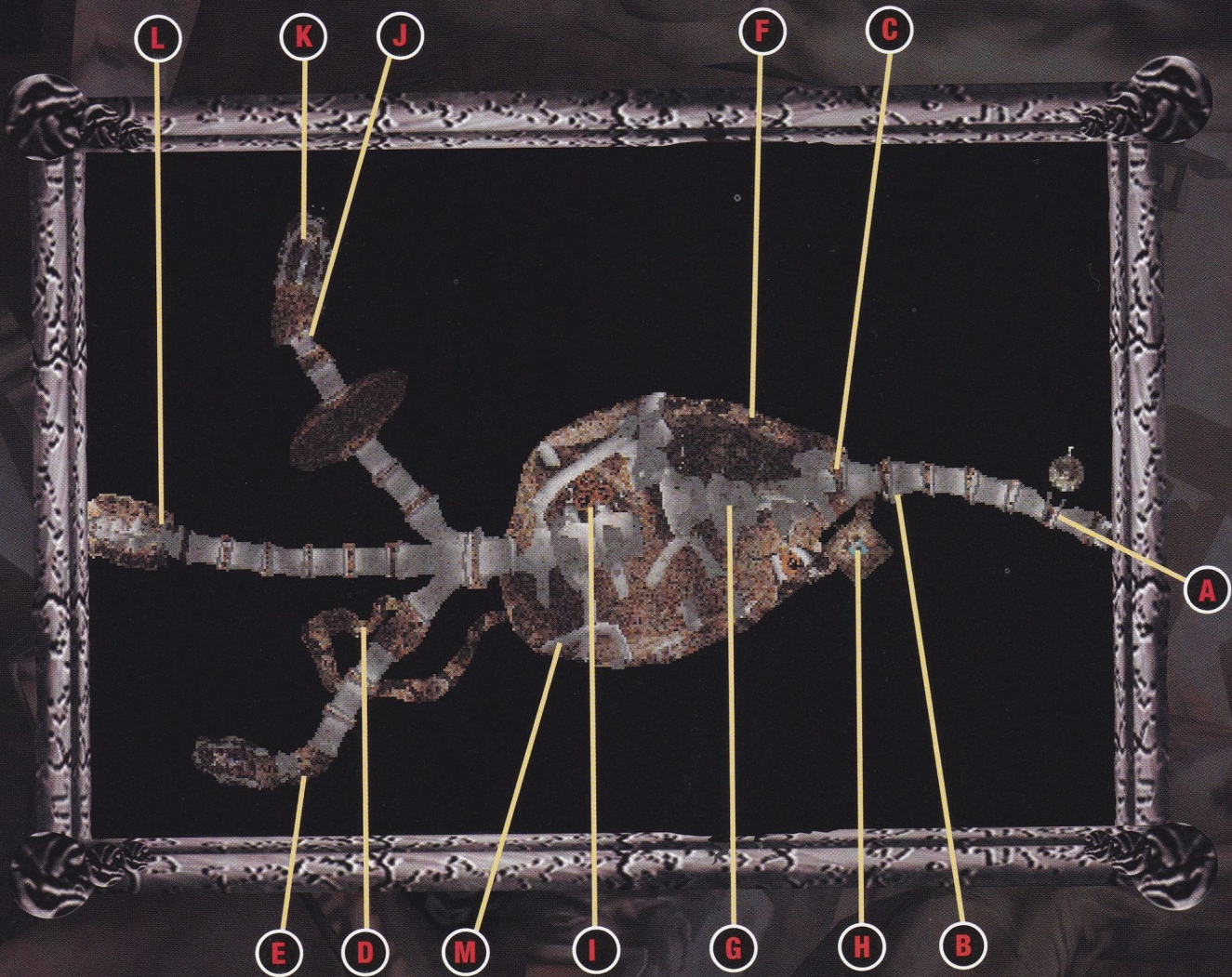
Go back around to the other side, where you'll find the entrance to the Minor Library (V). Examine the bookshelves, for you will find many good things. None, however, are as good as Volume 67 (W), found in the second bookcase to the right, along the outside wall.

The whole story & the catacombs

Talk to the Master of Keys (X), and you'll learn so much your head will spin. When it stops, go to the last bookcase on the left, and open it up to reveal the secret passageway to the catacombs (Y). A good time to save!



The Catacombs



LEGEND

A - Entrance
B - 1st Archway
C - 3 Paths

D - Fork in Road
E - Magic Orb
F - Group o' Bones
G - Top o' Bones
H - Secret Room

I - Three Chambers
J - Mini Battlefield
K - Magic Orb 2
L - Sir Erthgi
M - Axe of Ikus



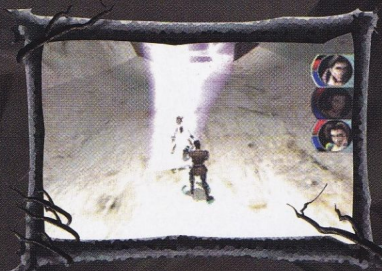
The hidden entrance

Inside the Chamber of Kings, there is a central tomb on the floor that hides the entrance to the catacombs. If you try to pick the lock, nothing will happen. According to the monk in the Minor Library, the best bet is to push the statues of King Ikus (axe) and King Gaevin (book). In addition to gaining access to the catacombs, you are rewarded with 2000 XP.



Set Rosalind's AI

If Rosalind doesn't have her AI set to Healer/Caster, change it now. She inflicts a decent amount of damage with her Lightning Spell, and combined with Flece's use of her crossbow, the two women warriors do great damage while staying out of harms way.



Use the Protect Spell

When you get to the first archway (B), you'll encounter two Bone Servants and one Bone Knight. Before you engage in combat, have Joseph use the Protect Spell to help out the party defense. The knights can shoot arrows, so you'll want to deal with this guy as Joseph, while the other two party members concentrate on the servants.



Take the path to the left

Up ahead (C) is a three-way fork in the "Road" — go left. The path will be narrow at times, and very steep. Fear not, brave warriors, because you can't fall off of the cliffs!



A death in the Family

More likely "sooner" than "later", Rosalind will end up dying during one of the many battles on this first stretch through the catacombs — she just doesn't have much armor or HP. It's a good thing you bought that "Tome of Revive" from Emmah — you'll need it more than once over the course of the catacombs!



Magic Orb

When you finally reach the 2-way fork in the road (D), you'll want to go right! A Bone Mage will be just an arrow away, and then the long trek continues. You'll soon see a strange ball off into the distance (E). When you get to it, you discover that it begins to pulsate after you turn it on.



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Prepare for another battle

Past the entrance from where you just came (D), you'll go straight (instead of turning left to get to where you already were). You'll soon be at another crossroads. Which way to go? Right? Right. When you get about halfway up, after the first **Bone Mage**, you will need to use the **Protect Spell** again — there's a group of bones just ahead (F)!



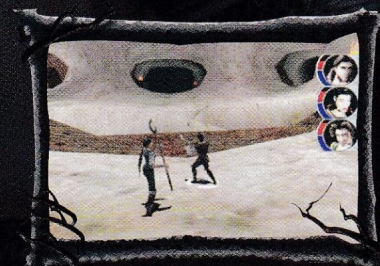
The secret room

At the top of the hill, you'll need to take a right, walking along the top of the bones (G). Up ahead is a little secret room with some goodies — the chainmail tunic among the most prized!



Head to the three chambers

Go back over the bones and down the way you came up. Take a left at the torch, and ride the bones all the way out until you get to the opening with the three chambers (I).



Double word score

Take the chamber on the right, and you'll soon come up to a mini-battlefield of sorts. **Bone Servants**, **Mages & Knights** are all over the place (J). Past them is the prize (K) — the second **Magic Orb** and the third and final glass shard. Sweet!

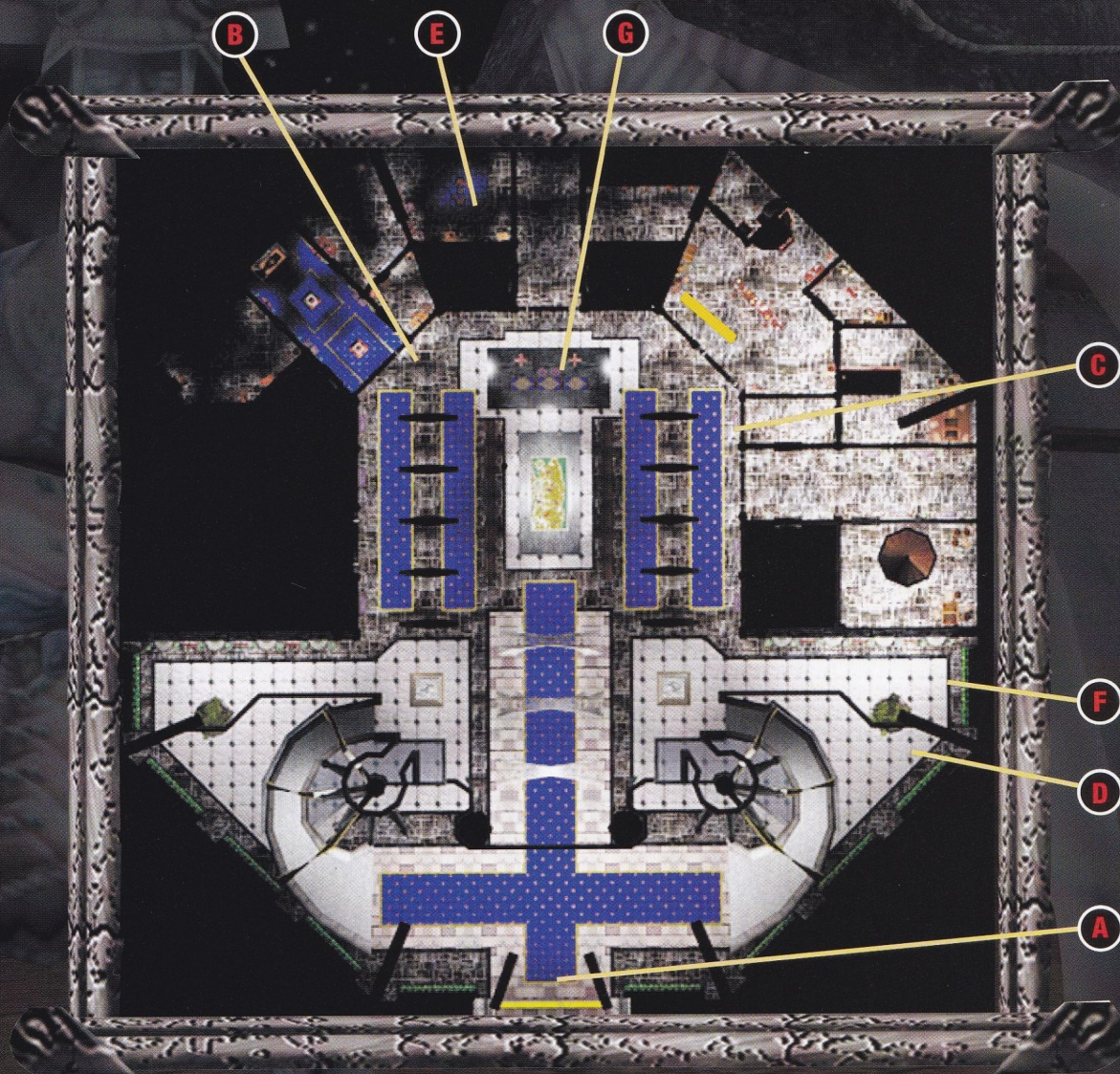


Boss

Back out the way you came in, and down to the three chambers (I). Take the middle chamber and make your way to Sir Erthgi (L). After chatting with him, prepare to battle the catacombs boss — Carados. Use the protect spell and have the women take on the two **Bone Mages** that appear on the sides as Joseph battles Carados. Once Rosalind and Flece each defeat their foe, then they can join in on Carados. He has a ton of HP, but with all three attacking, it won't take long for him to go down! Grab the rewards (the Ring of Light is by the tomb). On your way out, be sure to pick up the axe (M), if you haven't done so already. You'll need to "identify" it, and then you'll see that it is the **Axe of Ikus** that **Brother Wid** is looking for. Head on back to the **Monastery** (give Wid the Axe), then make your way back to Lenel to see Yago.



Back to the Palace



LEGEND

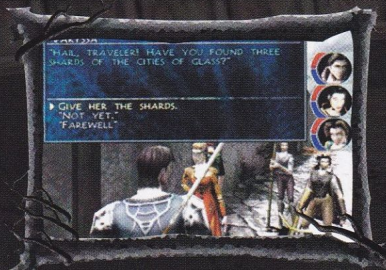
- A - Main Entrance
- B - Lady Ivane
- C - Evlen
- D - Master of Revels
- E - Brissa (Third Layer)
- F - Dali (3rd Floor)
- G - King Bellias

The Rider

You'll face the Rider in a random encounter on your way back to Lenele. The Rider is one of the four "demons on horseback" that the villagers in Masad spoke of. He will get off of the horse at the 50% damage level, then fight you on foot until he's almost out of HP. He then gets on his horse and leaves. The Rider is tough — have Rosalind hit him with all the spells you have (Lightning, Icicle, Fire, etc.)



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Talk to Varyssa the Ghimaadi (See map on page 32)

On the long journey back to see Yago, you'll want to make a couple of stops before you get to the palace. First, head over to the Old City and stop by to see Varyssa (B). Give her the three shards of glass and you'll get a super-special sword.



Torva's Tale of Woe

Next, stop off in the Marketplace and speak to Torva — he's gone and lost his lute, and now he's having women problems (somehow the two are related)! Chock up yet another entry into your Quest Journal.



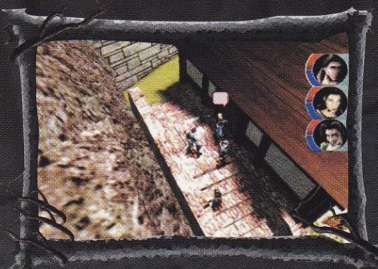
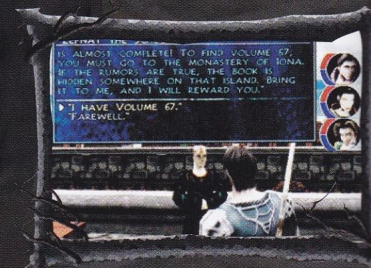
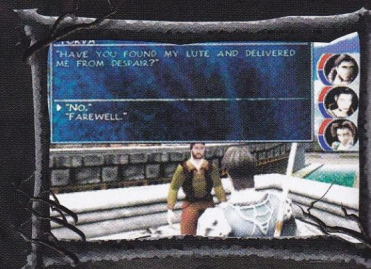
Madog the Beggar

Down in the southern section of the Marketplace you'll find a beggar named Madog. For a price, he'll give you some information on the initiate Elodach. You'll want to pass this info on to Jerve the Elder as soon as you reach the Palace.



Return to Zefnat (See map on page 35)

You may have forgotten, but you found volume 67 back at the Monastery! Now you can give it to Zefnat (A) and collect your reward.



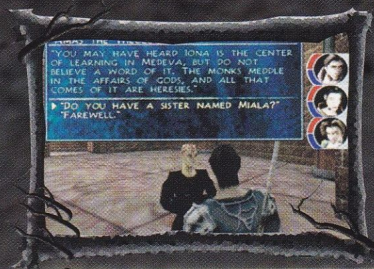
Torvels' Sad Tale

Head on over to the outdoor theater, and behind it you will find a man named Torvel. He tells a very sad story, indeed, and is in need of your assistance. Apparently, his troupe of actors has been banned from playing at the Palace, and he wants you to speak with the Master of Revels on his behalf.



Speak with Jerve the Elder (See map on page 37)

Before you enter the Palace, stop by the Temple of Urath and speak with Jerve (E). He doesn't believe a word of what you tell him, but at least you gave him some warning.



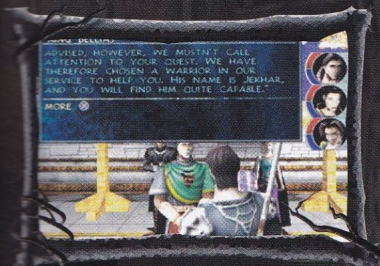
Find Amas the Theologian

In the the northeast part of the temple you will find Amas — he is the brother of Sister Miala, one of the many sisters you met back on Iona. He will give you a necklace to return to Miala, and your party will get 150 XP as a reward.



Speak with Yago & the King

Your reacquaintance with Yago is brief, as he informs you that the King of Medeva (G) is awaiting your arrival. The King says he is sorry that he can't send an army of knights with you on your quest, but the current war is too taxing on his men. However...



Jekhar joins the party

— he does have one warrior who is quite capable — Jekhar! Of course, Jekhar is none too pleased to be joining up with the person responsible for the death of his family and friends! After a stern lecture from the King, Jekhar decides it is best to become part of the team.

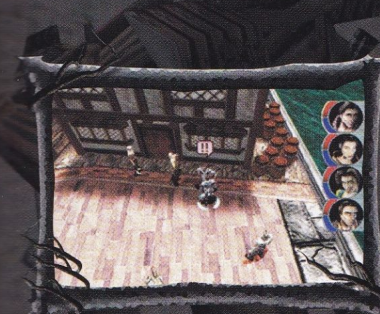
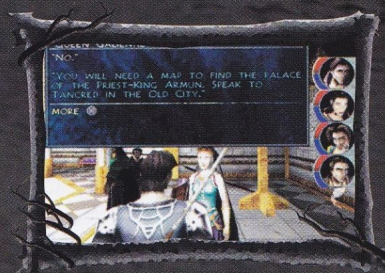


The Blade of Tarun

Prince Sornehan tells you of your pending trip to meet the Khosani, in search of the Ring of Fire. He tells you to meet up with the Hierophant at the Temple of Urath. The Hierophant will give you the Blade of Tarun, which will signify to the Khosani that you're not a bad guy!

Prince of Beggars

Queen Galienne advises you to meet up with Tancred, Prince of Beggars, so that you may find a map of Ikaemos — home of the last summoning ring (Ring of Stone). She tells you that Tancred hangs out in the Old City, but you already knew that!



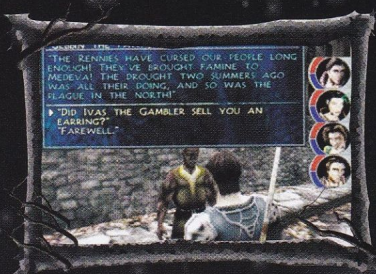
Grab the sword and head for the Marketplace (See map on page 29)

The Hierophant gives you the Blade of Tarun without much hassle. The next step is to head for the Marketplace and find Kry's the Lantern Maker (J). He'll tell you that he can't make the Stonefire Lanterns without Gargoyle Blood, and wouldn't you know it? He's all out!

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Meet up with Tancred (See map on page 32)

Before you can actually talk to Tancred, you'll have to get the key to his house from a henchman named Starvus the Skulk. Fortunately, the door to the house is right there, so you can go right on in! It seems that Tancred has been poisoned, and you've got another entry into the Quest Journal. Since Tancred didn't have the map you were looking for, you'll have to get it from the Apothecary (A). He'll sell it to you cheap.



Durgan's Lucky Charm

Talk to Ivas the Gambler, the guy with the sailor's lucky charm. He will say that he sold it to the pawnbroker, Gebbin. When you meet Gebbin, he'll tell you that he already sold it to Agilo the Merchant in the Marketplace! After you speak with Agilo in the Marketplace, he'll tell you he gave it to Dama, and she lives on Burcan's Island, in the Artisan Quarter. Sounds like we'll have to finish this quest later!



On to Saanavarh, Mountain of the Wise

Head out of the Marketplace and exit the Outskirts to the World Map. Head southwest until you reach the mountain, and you will trigger an encounter that features the Khosani Warriors protecting the entrance to the Saanavarh.



City of Khosani

Meet the Ulsadana

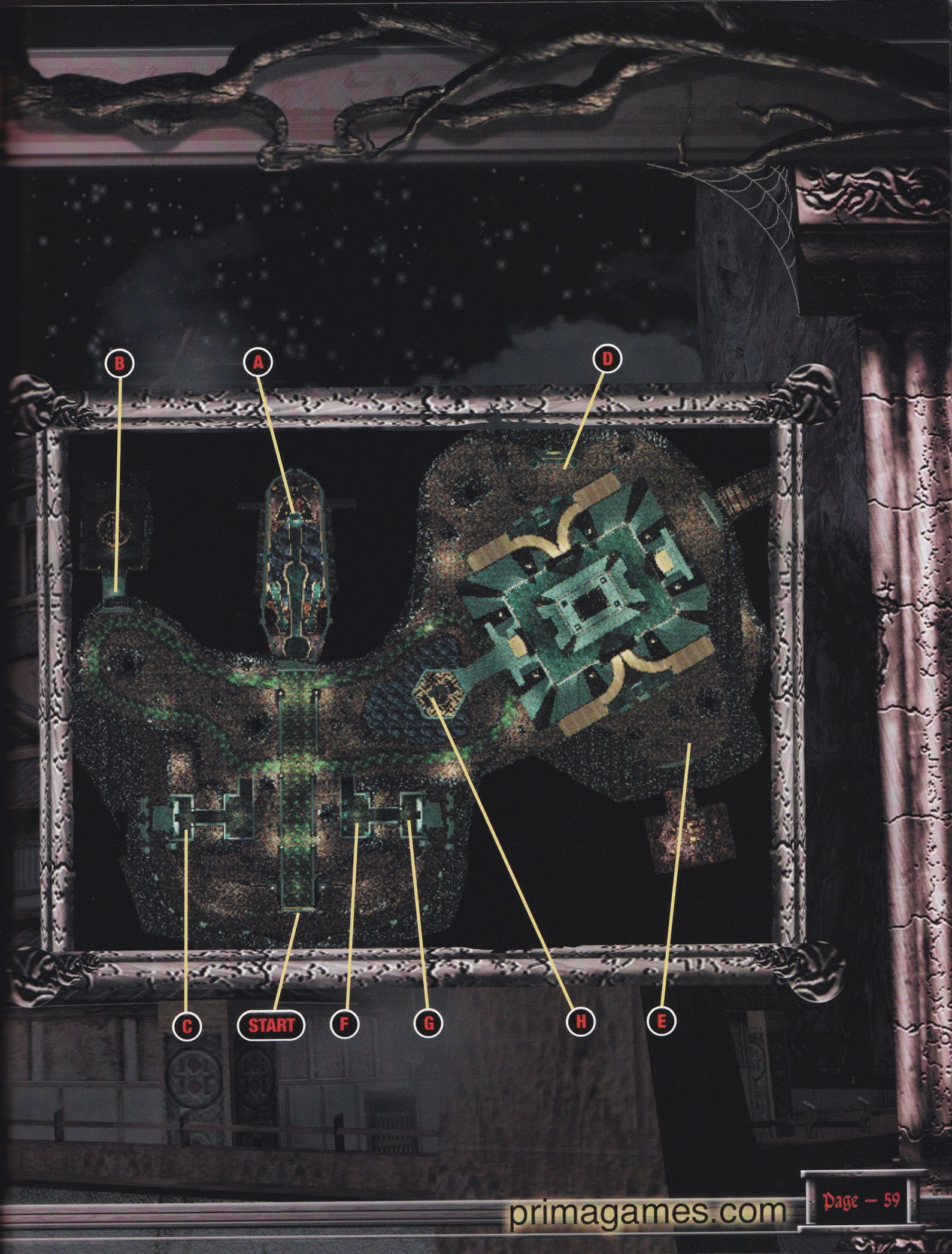
Follow the Khosani Warrior to the entrance of the Stone Portal, then walk to the back hall to speak with the High Priestess of the Khosani (A). After all of the introductions have been done, you need to meet with the Guardian of the Stone Portal, as he will lead you down to the labyrinth.



LEGEND

A - Ulsadana
B - Entrance to Cab
C - Khosani Merchant 1

D - Keeper of Lore
E - Khosani Merchant 2
F - Elarh the Merchant
G - Khosani Merchant 3
H - Icaru the Priestess



B

A

D

C

START

F

G

H

E

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Enter the Labyrinth of Khosani

Once inside the labyrinth, your party will face a number of different challenges. A clue will be given to you before you begin each task. The first one is simple enough — “don’t tread on us” — which means not to step on the circular emblem on the floor. Pass through the archway and you’ll receive 1000 XP.

The Secret of the 2nd Puzzle

Behind the four doors in this second room lie four very mean Onyx Golems. Rather than fight each one, how about we tell you how to solve the riddle? There are two rows of six mini-monuments. Press the following in this order (counting from bottom to top) 1&2 on left side, 3&4 on right side, 5 on left side, and 6 on right side. You should now be able to walk unhindered into the next area.



Beat the Oath-breakers

The third test of “The Ordeal” pits your party against 4 Khosani prisoners. They’re pretty tough and can do damage quickly. The Protect Spell works well, and have Joseph or Lekhar use the Recovery Draught, so they can heal from the damage. Don’t forget to check the prisoner’s entrance areas for some extra goodies.

Puzzle Four in Three Pieces

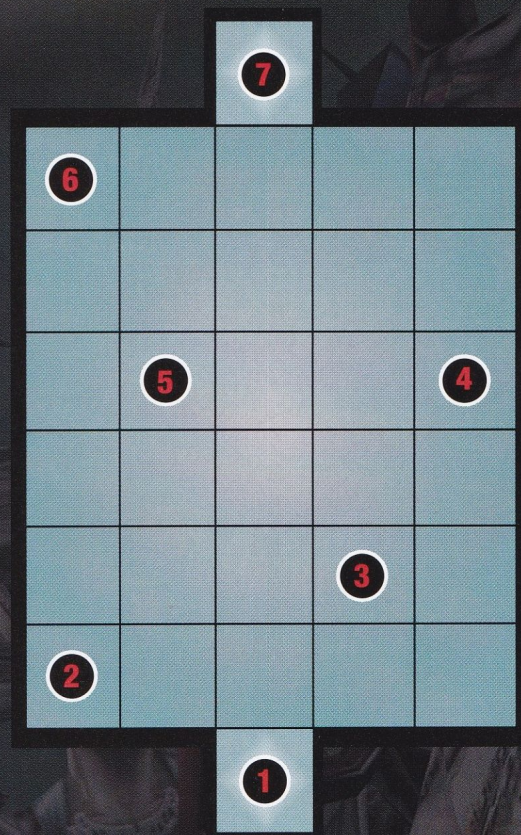
There are three branches in the next room — two lead to items and the other to the way out. Follow the diagram on the next page (follow the sequence exactly) to uncover the mystery of the stone turning thingys.



The Floating Runes

The next puzzle involves picking the runes in their correct numerical order. You may not have been paying attention, so we thoughtfully kept track of them for you! When you first enter the room, there are two columns of three runes apiece. From bottom to top, they are; left side — 5, 6, 2 and the right side is 3, 4, 1. Simply press the runes in order from 1-6, and you can move on!





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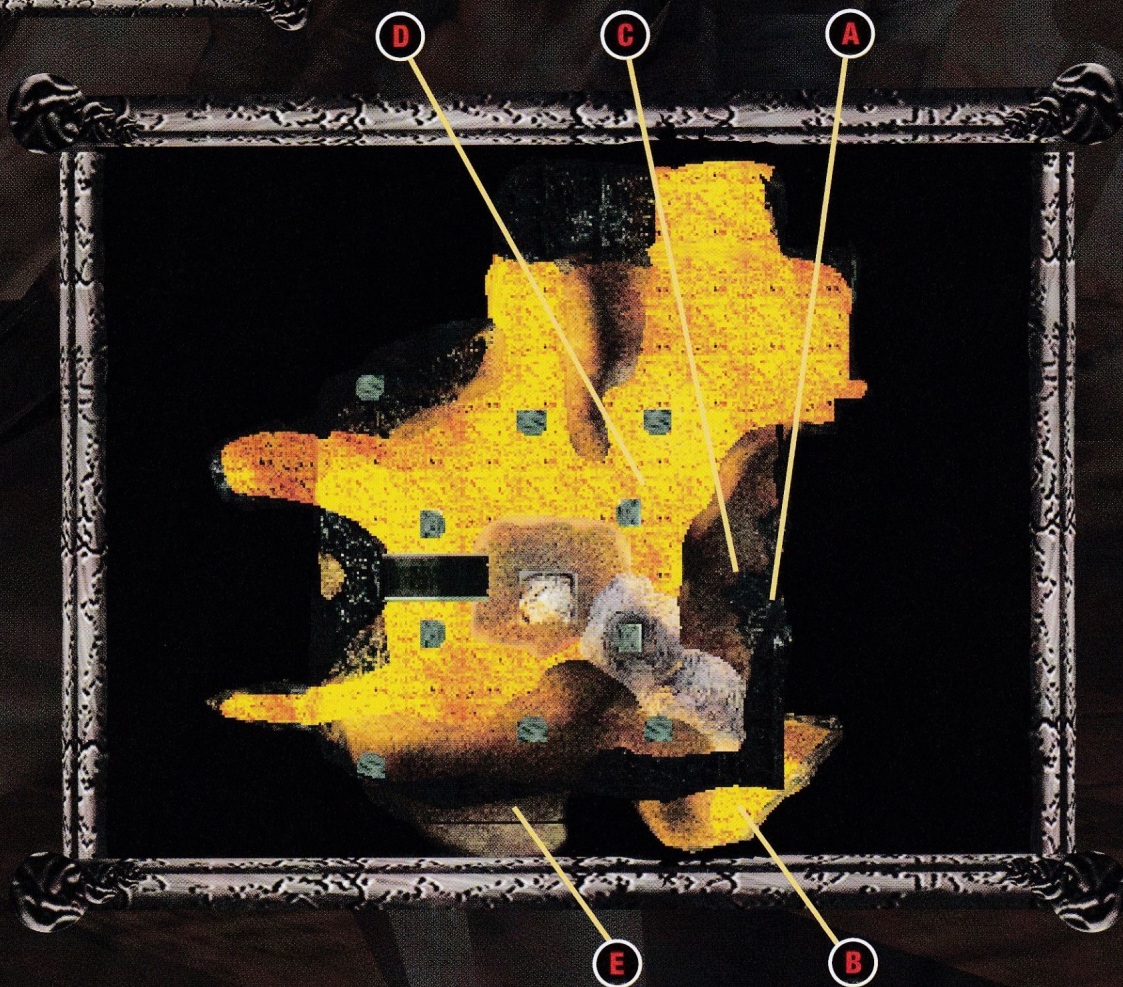


LEGEND

- A - Giant Salamanka
- B - Ring of Blessings
- C - Chainmail Tunic
- D - Salamanka 3rd Stage
- E - Exit

BOSS — Giant Salamanka

This massive creature will attack you in three different stages. During the first stage, have Fleece (reinforced bow) and Rosalind (crossbow) fire their weapons from a distance, while Joseph and Jekhar get in close. The men should both use a Recovery Draught or Tonic if you've got them. After the creature is down to 50%, he'll crawl into the lava pits for a healing, then return around the corner, refreshed and ready to go! Pick up the Pyros Ring that it leaves behind, and equip Jekhar with it (he should also be wearing a Ring of Health). Joseph should be wearing the Ring of Fire and Ring of Light. There's a Ring of Blessings (B) nearby, so grab it and have Rosalind wear it. After taking more of a beating, the creature descends back into the pits, leaving behind a chainmail tunic (C) that you can put on Jekhar. For the third and final stage (D), you can take out the Giant Salamanka in relatively short order using the same techniques (girls back, boys up). The exit gate (E) opens up after the big lizard perishes.



KHOSANI MERCHANT 1

Revive scroll	150
Tome of Revive	600
Fire Arrow Rune	25
Fire Arrow Tract	100
Fire Arrow Scroll	50
Fire Arrow Book	200
Fire Arrow Tablet	100
Fire Arrow Tome	400
Ice Rune	25
Ice Tract	100
Ice Scroll	50
Ice Book	200
Ice Tablet	100
Ice Tome	400
Lightning Rune	50
Lightning Tract	200
Lightning Scroll	75
Lightning Book	300
Lightning Tablet	150
Lightning Tome	700
Inferno Scroll	75

Meteor Scroll	75
Curse Scroll	75
Ice Coffin Scroll	75
Invisibility Scroll	75
Blizzard Scroll	75
Ring of Health	5000
Ring of Blessings	2500
Ring of Dexterity	2500
Ring of Protection	2500
Ring of Shadows	10000
Ring of Aggression	10000
Swordsman's Ring	1000
Blessed Necklace	2000
Necklace of Stealth	25000
Medallion of Vigor	80000
Medallion of Night	2500
Farseeing Necklace	7500
Bacite Medallion	7500
Archer's Medallion	10000
Garnet	1200
Citrine	750
Amethyst	450

KHOSANI MERCHANT 2

Revive Scroll	150
Tome of Revive	600
Fire Arrow Rune	25
Fire Arrow Tract	100
Fire Arrow Scroll	50
Fire Arrow Book	200
Fire Arrow Tablet	100
Fire Arrow Tome	400
Ice Rune	25
Ice Tract	100
Ice Scroll	50
Ice Book	200
Ice Tablet	100
Ice Tome	400
Lightning Rune	50
Lightning Tract	200
Lightning Scroll	75
Lightning Book	300
Lightning Tablet	150
Lightning Tome	700
Inferno Scroll	75

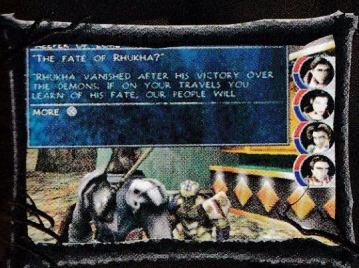
Meteor Scroll	75
Curse Scroll	75
Ice Coffin Scroll	75
Invisibility Scroll	75
Blizzard Scroll	75

KHOSANI MERCHANT 3

Recovery Draught	50
Recovery Tonic	100
Healing Draught	100
Health Tonic	500
Cleansing Tonic	400
Invisibility Draught	500
Drithen's Brew	340
Tristan's Libation	400

See the Khosani Merchant

Talk to the Guardian of the Stone Portal once you are outside of the labyrinth. He tells you that the last ring, The Ring of Stone, is hidden in the sunken palace of the Ikaemos Empire. Next, head down to the Khosani Merchant and stock up on some much needed supplies.



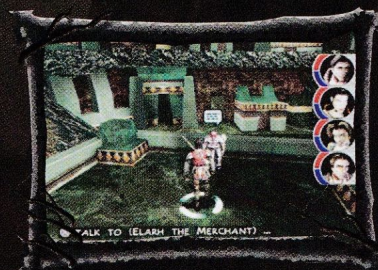
Talk to the Keeper of Lore

The Keeper of Lore (D) has many interesting things to say, and will also add another entry into your Quest Journal — The Fate of Rhukha.



Elarh the Merchant

Way back when, a character named Beelon gave you some seeds to take to a trader named Elarh, and he told you that Elarh would gladly pay 2000 gold for them. Well, here's Elarh (F), but he is a tricky negotiator, and wouldn't "gladly" pay 50 gold! 1000 gold is the best offer you're going to receive, and if you don't accept that offer, the best you will be able to do after that point is 500 gold.



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Secrets of the Dakhanim

Icaru the Priestess (H) is looking for a potion that can turn water into ice. She asks you to find out the secret of Nutengov's potion. How and where you will do this is a mystery. Exit the City of Khosani, to the World Map, and head out to the Ikaemos Swamp.



Ikaemos Swamp / Palace



The Phoenix Rider

On your way to the swamp, you'll encounter the second of the four horsemen — The Phoenix Rider. He fights just like the Ghost Rider, but this battle should be easier now that you have Jekhar in your party.



It's a jungle in the swamp

The swamp is filled with Green Bacite, Green Imps, Bacite Shaman, and Gargoyles. As you fight these beasts, make your way up the left side of the swamp. You'll soon come to a bridge (A), and you'll begin to notice the petrified people that the Khosani were talking about. The entrance to the palace is just ahead (B). Be sure to eliminate as many Gargoyles as you can, because you need the six drams of their blood for the Lantern Maker!



LEGEND

- A - Bridge
- B - Palace Entrance

D E F P

LEGEND

- A - Entrance to Lower Chambers
- B - Ikaemos Armory Key
- C - Munuros
- D - Brazen Dagger
- E - Garnet
- F - Exit to Lower Chambers
- N - Dagger Statue
- P - Ikaemos Priest King

Grab the Armory Key

There is a long hallway facing you when you first enter the Ikaemos Palace. Take the first room on the right (after dealing with some Bacites), and go get the Ikaemos Armory Key (B). In the room down to the right there is an entrance to the Palace Lower Chambers (A).

START

Munuros the Ghost

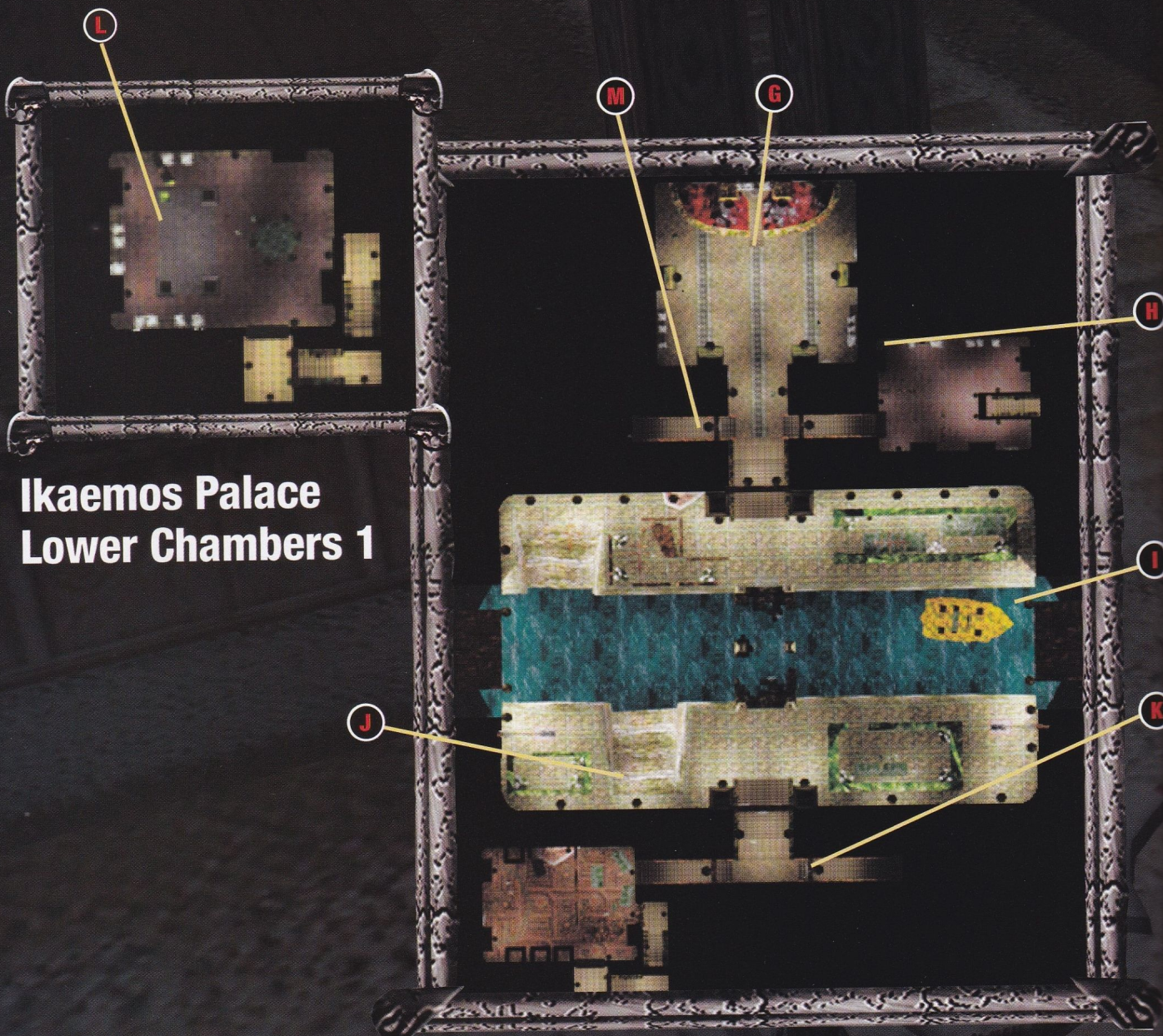
It seems that many moons ago, Munuros (C) was supposed to give the King a necklace for the Queen, but it disappeared and the King chopped Munuros into itty-bitty pieces of dog chow. You are to find the necklace, which is in an overgrown garden, and bring it back to Munuros.

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LEGEND

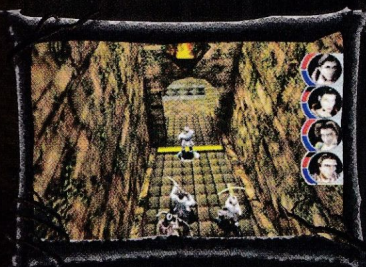
G - Argent Dagger
H - Elixir Recovery
I - Pole Axe

J - Auric Dagger
K - Exit to Upper Level
L - Cupric Dagger
M - Upper Level Exit



**Ikaemos Palace
Lower Chambers 1**

Ikaemos Palace Lower Chambers 2



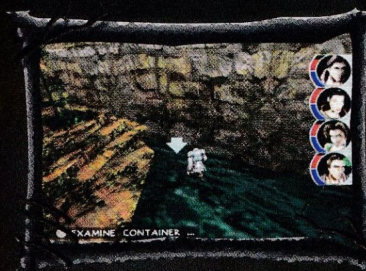
Head to the Lower Chambers

Before you take the northern exit to the Lower Chambers (F), be sure to grab the **Brazen Dagger (D)** — one of four daggers to collect on this level — and the **Garnet (E)** in the upper two left rooms. Garnets don't "do" anything for you, but they sure sell for a lot of gold!



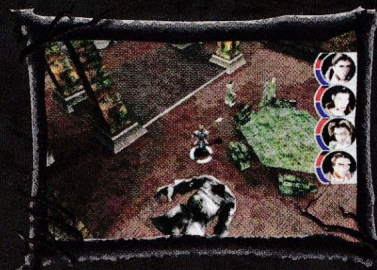
Nab the Argent Dagger

Take a left out of the rooms and head for the lower chambers exit (F). There's a rather large room on the left, with an even bigger audience waiting to greet you. Instead of walking straight into the line of fire, make a circular path around the room, thus limiting the number of foes to fight at a single time. When you're done, be sure to pick up the second dagger — the **Argent Dagger (G)**.



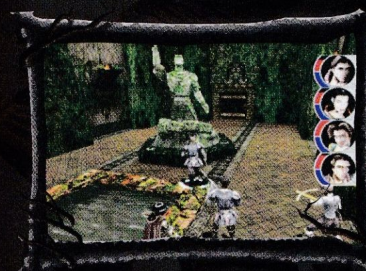
Find the Hidden Pole Axe

As you leave the room, head up the stairs on the left and prepare for more baddies. There's an **Elixir of Recovery** in the room (H). Down the stairs and to the left, you'll soon find yourself out on the docks. Down by the boat, you'll find a very handy weapon hidden in the water — the **Pole Axe (I)**. Jekhar can handle this brute of an axe!



Find the Auric & Cupric Daggers

Up on the other side of the docks is the **Auric Dagger (J)** — number three in the collection! Head down the docks, up the stairs, take the first right, and then make your way up the stairs to the secret room. There are plenty of baddies in there, as well as the last dagger — the **Cupric Dagger (L)**.



The Statue of Ikaemos?

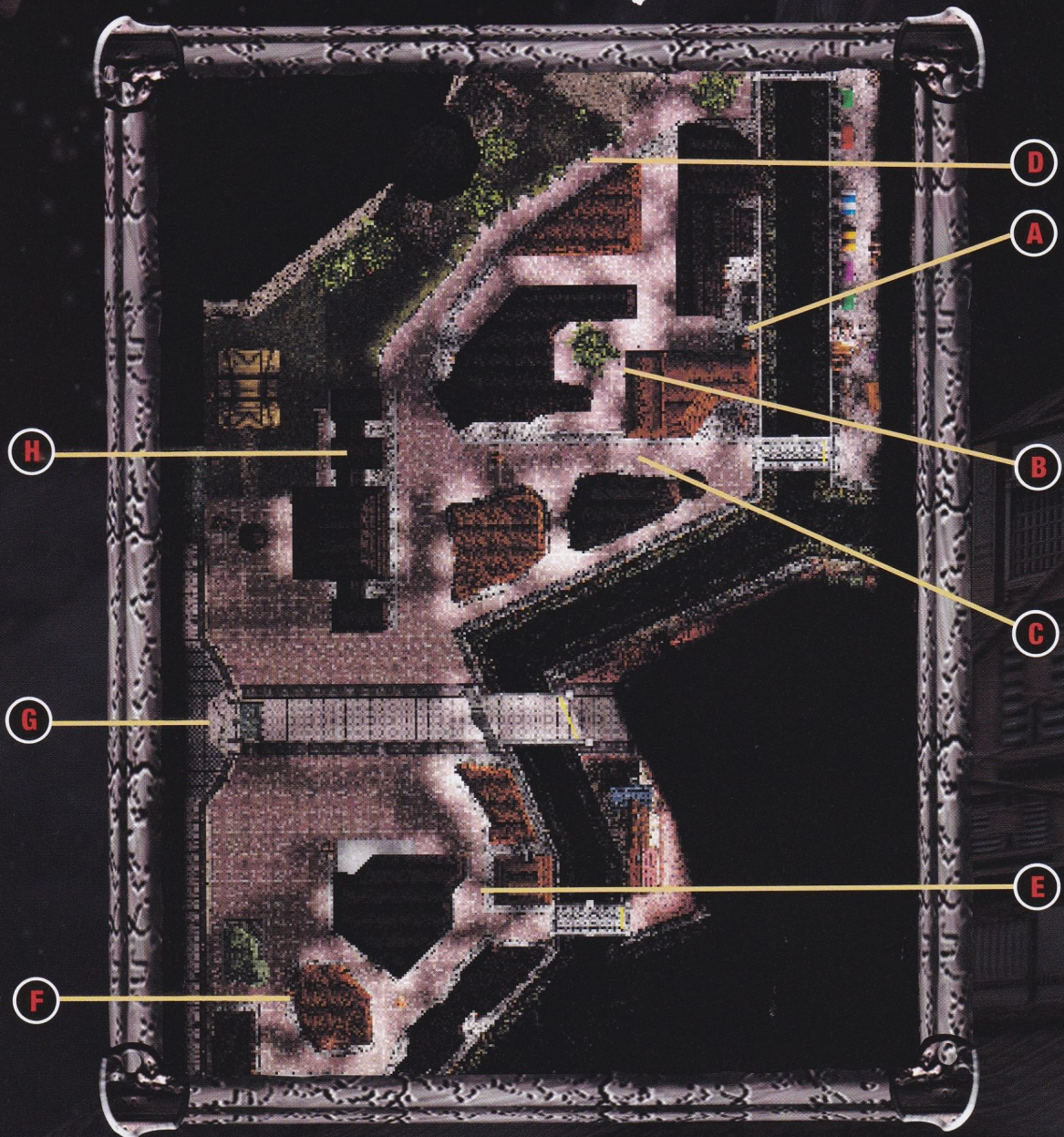
Leave through the west exit (M), making your way back into the main hallway. You'll find the **Dagger Statue of Ikaemos** at the end (N), before the locked door. Once you put the four daggers into the holes, the door will open up!



BOSS

The **Ikaemos Priest King** is invulnerable to slashing and piercing attacks, so the swords and bows won't do you any good here. However, he is vulnerable to blunt attacks, so equip Jekhar with a blunt weapon (like the **Frozen Club**), and be prepared to have everybody use their magic powers. The **Priest King** doesn't have a ton of HP, but you don't really have anything that will do major damage, so the fight will last a few minutes. The **Priest King** leaves behind the last ring — **The Ring of Stone!**

Lenele Under Siege



LEGEND

A - Zefnat
B - Shopkeeper
C - Pomporo

D - Torras the Jeweler
E - Instore Shopkeeper
F - Amethyst
G - Temple Plaza Entrance
H - Canis



The Serpent Rider

As you make your way to Lenele from the Ikaemos Swamp, you'll encounter the Serpent Rider. He's certainly the most dangerous of the three you've faced so far, and you'll need to protect all and Summon a creature ASAP! His whip does major damage, so watch out!

Shopkeeper 2

Battleaxe	500
War Axe	100
Woodsmen's Axe	500
Sledgehammer	1000
War Club	500
Spiked Mace	5000
Flanged Mace	10000
Reinforced Bow	1000
Long Bow	10000
Reflex Bow	1000
Heavy Crossbow	200000
Nagifana	50000
Hardwood Staff	1000
Ironwood Staff	10000
Halberd	1000
Yari	50000
Pole Axe	5000

Sabre Halberd	10000
Falchion	200
Sabre	5000
Long Sword	1000
Short Sword	100
Sword of Maiming	10000
Claymore	5000
Bastard Sword	200
Parrying Dagger	5000

Trader

Reinforced Boots	500
Dragon Boots	500
Steel Heel Boots	20
Studded Boots	300
Springsteel Boots	5000
Iron Gauntlets	5000
Chainmail Gauntlets	10000
Steel Gauntlets	20000

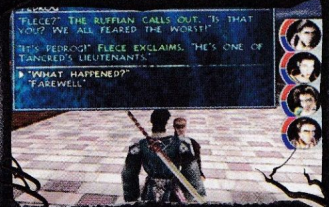
Studded Leggings	20
Chainmail Leggings	5000
Studded Leather	1000
Chainmail Tunic	10000
Heater Shield	1000
Round Shield	500
Buckler	100

Trading Ship Captain

Recovery Draught	50
Recovery Tonic	100
Healing Draught	100
Health Tonic	500
Cleansing Tonic	400
Invisibility Draught	500
Drithen's Brew	340
Tristan's Libation	400

Tancred on his death bed (See map on page 27)

Things certainly changed while you were away! Prince Sornehan made a deal with Emperor Murod, and the Rennies have taken over Lenele. The only safe way to Tancred's house is through the sewers — follow Pedrug to the entrance now (!).



The Travelling Merchant and Traders

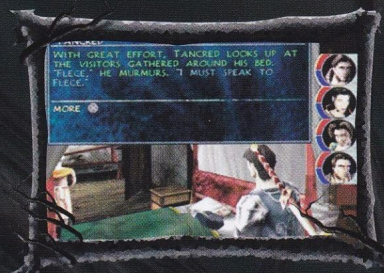
There's a Travelling Merchant and a Trader just past Pedrug, when you first enter the Lenele Outskirts. They both have some terrific stuff to sell, and the Merchant will also buy unwanted inventory (and the Trader will equally buy your unwanted armor items). If you've got the means, buy the Sabre Halberd for Jekhar, and the Long Bow for Fleece. There's also a Ship Captain by Durgan (H) selling potions, if you need them. Equip the purchased items and then move on to the sewer entrance.



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Tancred's Haven (See map on page 39)

There are some new enemy faces in the sewers — Blue and Red Bacites! With your formidable weapons and great strength, they should be of little trouble to your party. Leave the sewers through the Old City exit (K), and you'll be inside Tancred's house. After speaking with everyone, it's off to the Temple of Urath to meet Yago.



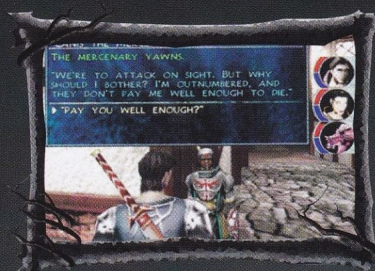
Just the Two of Us

With the party splitting up to accomplish separate tasks, the sewers will be a much more dangerous place for Joseph and Flece. Good thing you've got those Summoning Rings, huh? You might as well get a helper sooner, rather than later! The only exit out of the sewers is through the Lenele Market exit (K).



Make trax for the Crown District

There are many Orenian Soldiers and Orenian Samurai guarding the banks of the sewers. Bring another friend along here, too, as you'll need the help. Once you get to the top of the steps, take a right and head into the Crown District. Time to create another monster-helper!



Canis the Mercenary (See map on page 60)

Easily, one of the most lighthearted moments of Summoner happens when you stop to talk with Canis (H). Rodney Dangerfield has nothing on this guy! Canis has a very good idea of where he fits into the big picture, so pay him 10 gold and move on to the Temple of Urath.



The Last of the Riders

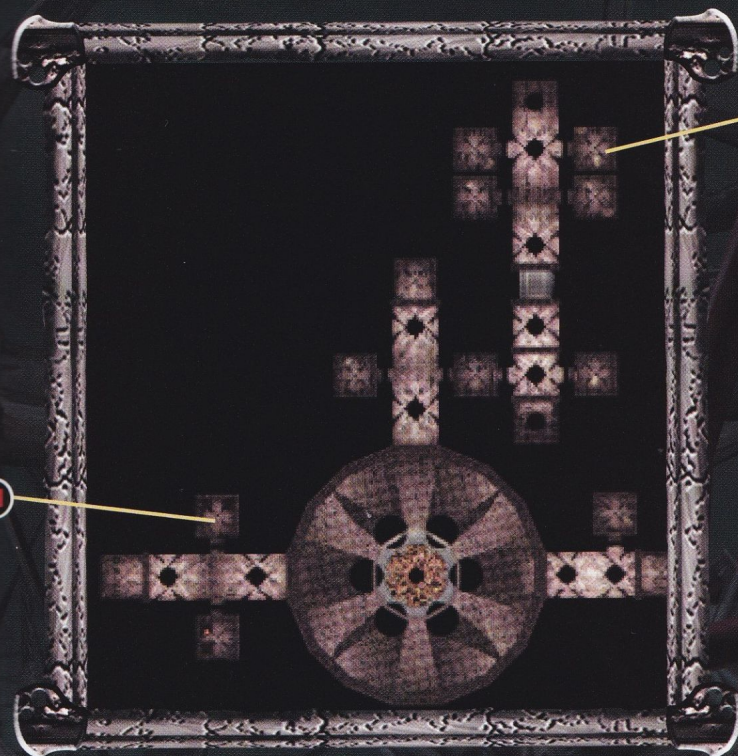
After you witness the crowning of "King" Sornehan, step inside the Temple's main area. The Tiger Rider, last of the Riders, will appear. You can fight him straight-up like you did the others, or you can enlist the help of a creature — this may be your last chance to do so! The Wraith would make a good choice — he can cast powerful Lightning Spells!



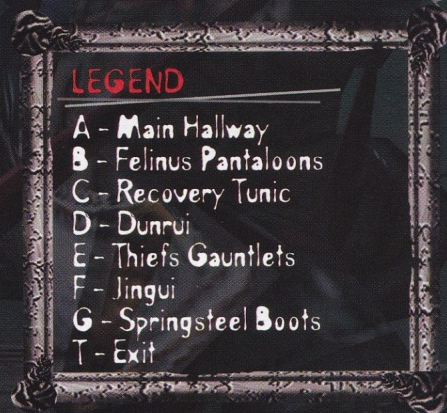
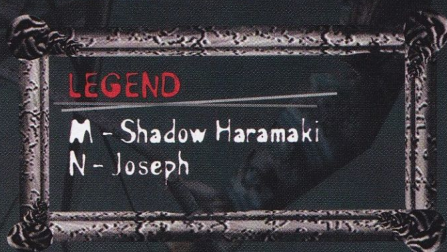
Et tu, Yago?

After the Tiger Rider rides off, Yago appears and takes you down into the Forge of Urath. He convinces Joseph to unite the four rings into one, by sticking his hand into the fire. Joseph obliges, and then learns the truth about Flece and Yago!

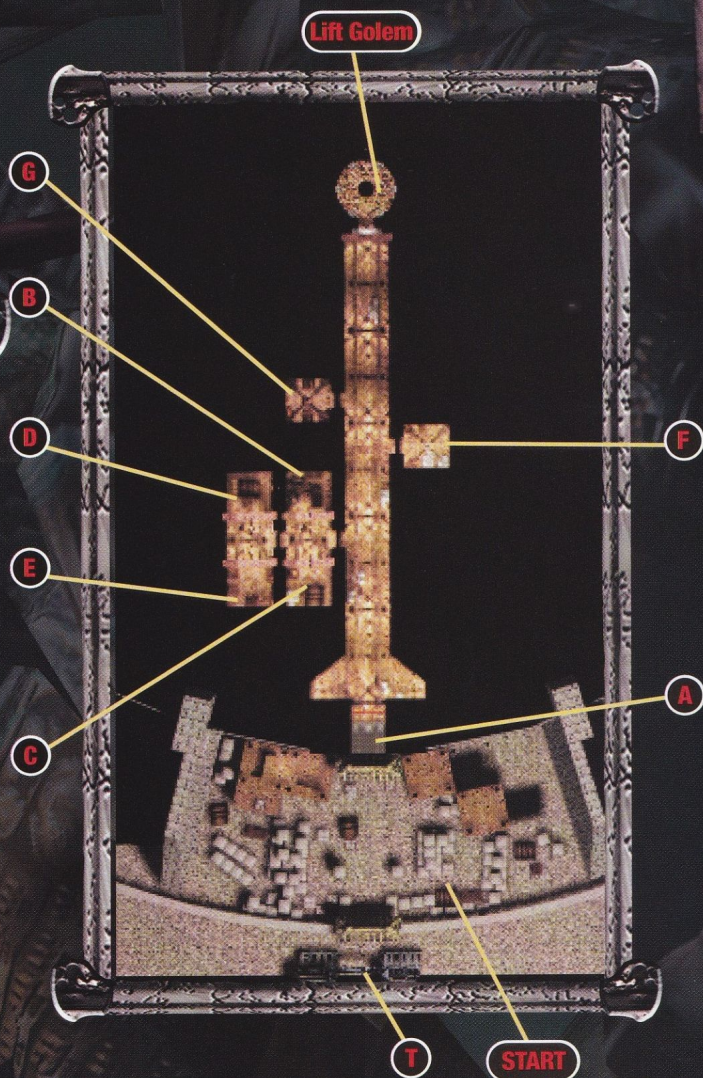
The Tower of Eleh



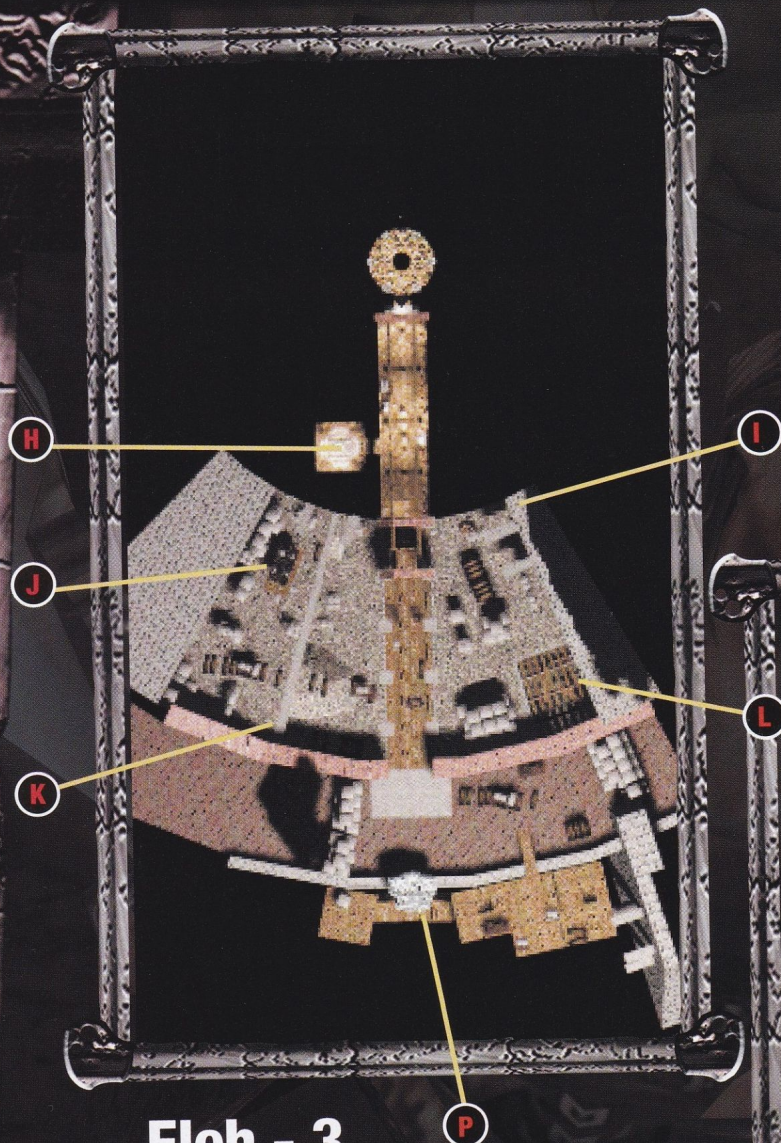
Eleh - 1



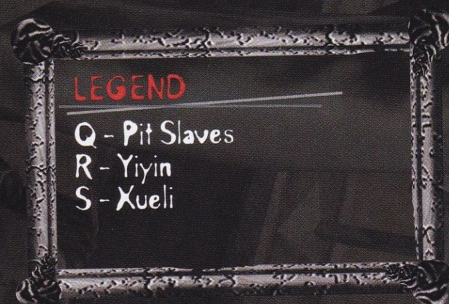
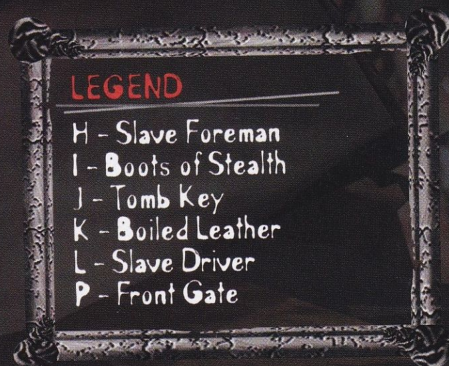
Eleh - 2



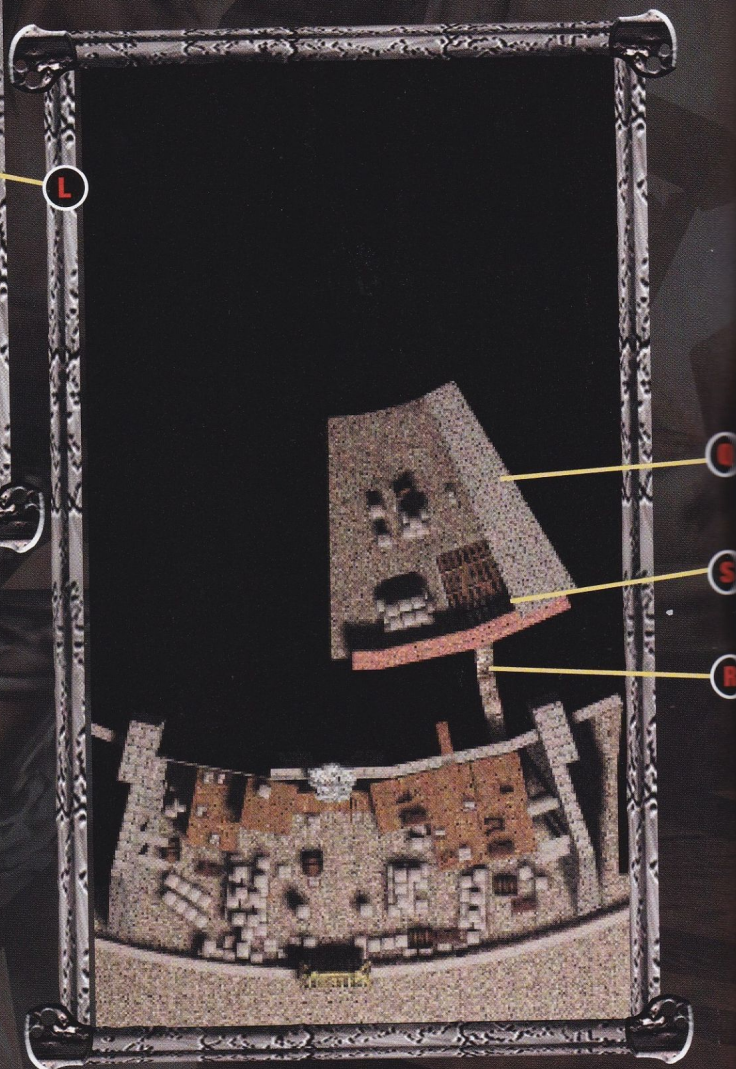
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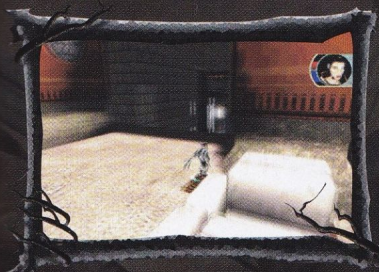


Eleh - 3



Eleh - 4





Flece on her own

With Joseph being held prisoner in the depths of the Tower of Eleh, Flece sets out to rescue him. Rosalind is out looking for help, and Jekhar is back at the Iona Monastery protecting the Queen. Your first objective should be to get into the main hallway (A). A good approach to take when fighting the soldiers is to fire a couple of arrows at them from a distance, then switch to a Katana as they run toward you. This way you can try to fight one at a time, thus saving your strength.



Talk to Dunrui

Enter the first room on the left. There's a guard in there, so be ready for him. Grab the Flinus Pantaloon (B), and then head into the adjoining room. Talk to Dunrui (D) and be sure to pick up the Thief's Gauntlets (E).



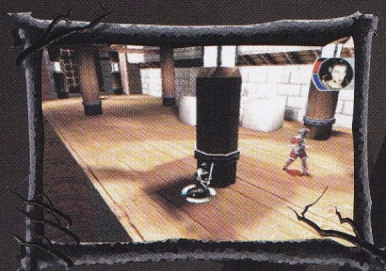
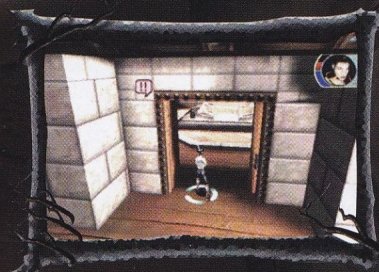
Meet Jinghui

Leave these confines and head out back to the hallway. Exit to the left and take the next room on the right. Jinghui is in the room (F), and she gives you insight to "the One-Hand of the prophecy". Apparently, Joseph has a new nickname.



The Thief has new clothes

Across the hallway is another room, and in it you'll find Springsteel Boots (G). You've just collected three types of armor that significantly increase Flece's Sneak ability. Her protection rating will be down quite a bit, but if you sneak past the guards, you won't have to worry about fighting them! Remember, if you're in a spot with not much hiding area, you can use Flece's Hide ability!



Up to the Upper level

At the end of the hall is a Lift Golem, who will take you to the upper or lower level. You are currently on "ground" level, with one below and two levels above you. Take the lift up, and then get ready to battle the Orenian Samurai. Head to the room with the Slave Foreman (H).

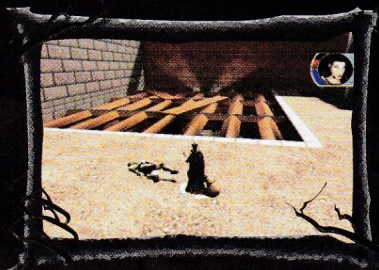


Find the Tomb Key

The Slave Foreman doesn't offer much info, so it's off to the courtyard! Take an immediate left and you'll find the Boots of Stealth (I). Across the other side of the yard is a Samurai guarding the shed where the Tomb Key is hidden (J). Take him out and then grab the key!



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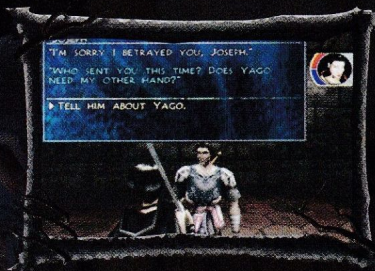
Slay the Slave Driver

Back over to the other side, walking along the top of the slave pit, is the Slave Driver (L). He's watching over the unlucky Eleh slaves hard at work under the scorching sun. When you defeat him, he leaves behind the Slave Pit Key — which will come in handy a little later.



Find the Shadow Haramaki

Back at the Lift Golem, take the shaft to the lower level. There are three paths to choose from. Start with the one on the left, as it will get you to the Shadow Haramaki (M) — a top half piece of armor that allows you to wear the Felinus Pantaloons at the same time. Now Fleece can do some serious stealthing!



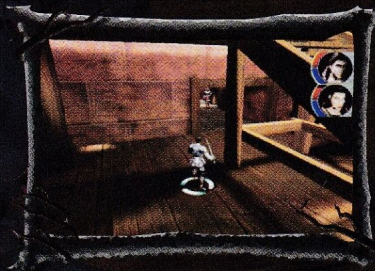
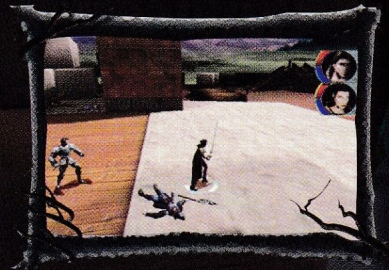
Rescue Joseph

The path to Joseph goes through the center hallway. After that, take the first right, and into the next long hallway. Joseph is in the third room to the right (N). There are two Samurai standing guard at Joseph's door. You can lure one of them away with a few arrows to the belly, but wait until the other guard turns and walks his route to the far end of the hallway. Joseph is waiting for you.



Back to the upper level

On the upper (3rd) level, you'll want to make your way out the front gate (P). There are two guards standing watch, but they should be no problem for your party of two. However, you may want to equip "One-Hand" with a better weapon — the Wakasashi, if you have it, or a Falchion will suffice.



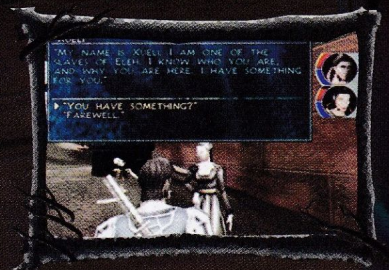
Go to the Slave Pit

To the left of the gate are some stairs, with an archer standing on top. Once you're past him, and on the other side, there are two more flights of stairs that lead you down to the level with the pit slaves (Q). The entrance is right behind the stairs.



Talk to Yiyin and Xueli

Yiyin (R) wants the Key to the Pit, and lucky for him, you already have it with you. There's an easy 3000 XP! Xueli (S), on the other hand (a-ha!), will give you the scale of a dragon. She is hopeful that you will find the other three dragon scales.





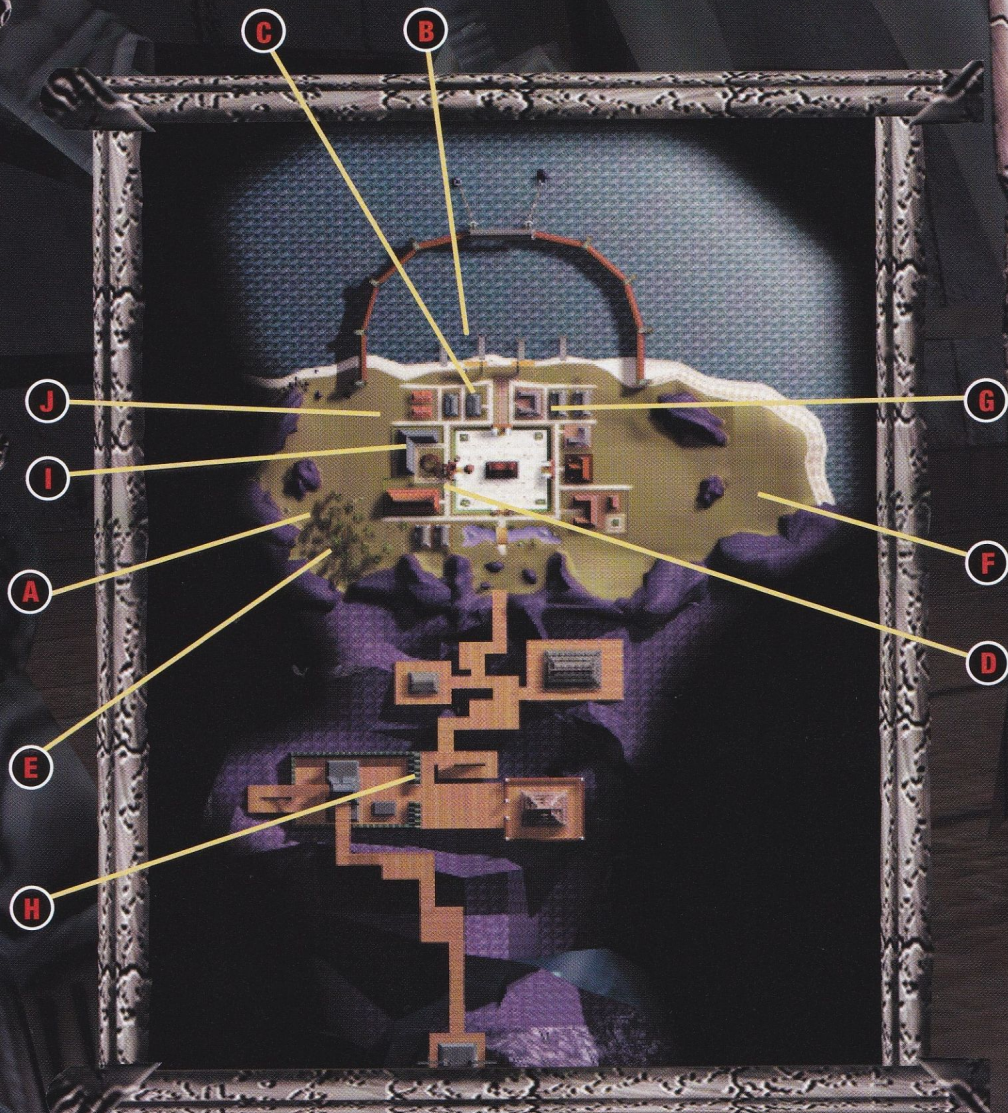
Make your way outta here

Take the stairs to the right, as you exit the Slave Pit, and follow the scaffolding and stairs all the way to the "ground" level. It should be a walk in the park to get to the exit (T).

Wolong — Night

LEGEND

- A - Rosalind + Sizhe
- B - Zhimin
- C - Minhe
- D - Gulan
- E - Anzhi's Box
- F - Anzhi
- G - Peizhi
- H - White Buildings
- I - Fachu
- J - Songli



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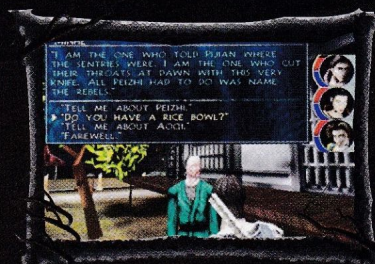
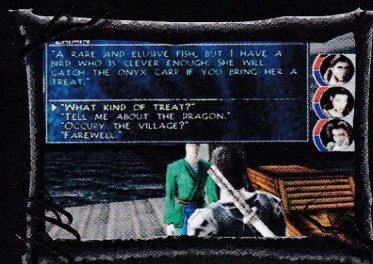


Team up with Rosalind

Rosalind is waiting for you over in the small forest of trees to the right (A). She informs you that there are actually EIGHT rings of summoning, not four, as was previously believed. Sizhe is there to help heal your hand, and he gives you four tasks to accomplish before he can begin his process.

Zhimin the Fisherman

Back at the docks, you'll find Zhimin (B). He can get the Onyx Carp for you, but you'll have to find a treat for the bird before the bird will catch the fish!



Minhe the Traitor

Another of the four tasks is to receive a rice bowl from a traitor. The good news is there's one just ahead (C) — Minhe sold out the entire village of Wolong just moments ago! The bad news? None. He has a rice bowl on his person, and is happy to give it to you.

Gulan the Mourner

In the far right-hand corner of the courtyard is where you will find Gulan the Mourner (D). She's had a rough couple of years, but is willing to part with her knife!

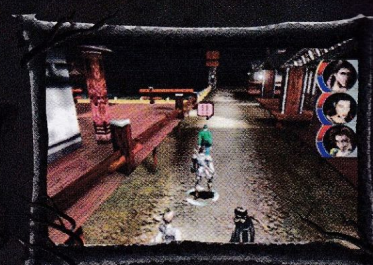


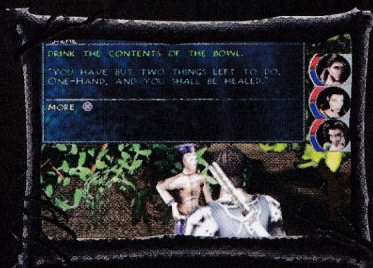
Anzhi's Box

Behind where you met Rosalind and Sizhe, you'll find a container lying on the ground (E) that belongs to Anzhi. Bring it to Anzhi (F) and he will give you the charcoal stick that you're looking for.

Get the Mangosteen

The last item you need to get is the Onyx Carp, but you can't get that until you give Zhimin the fruit. Fortunately, Peizhi (G) has a large, ripe mangosteen for you — all you have to do is ask.





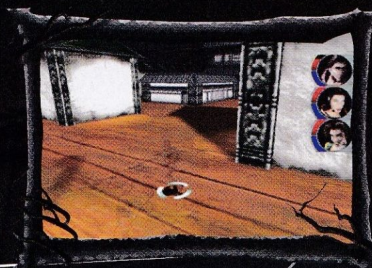
Take the carp to Sizhe

Stop by Zhimin (B) and trade the **Mangosteen** for the carp, and then give all that you have collected to Sizhe (A). He will give you two more things to accomplish before your hand is back to normal.

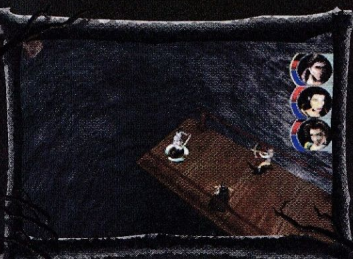


Invisibility has its rewards

The potion that Sizhe gives you will work just about all the way to the top of the mountain, on your way to the **Wolong Caverns**. Don't stop to sightsee, and when you get to the white buildings (H), take a right. That is the only confusing point of the long journey upward. Soon enough, you will be inside the **Wolong Caverns**.



Wolong Caverns



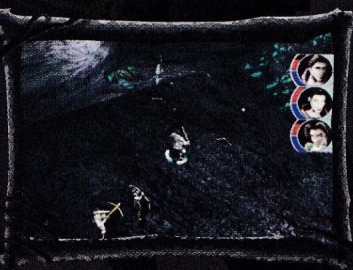
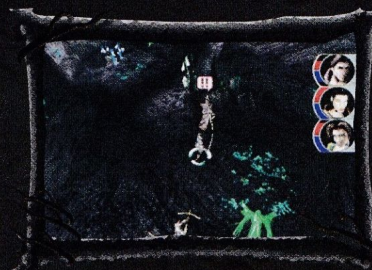
The Bridge to Nowhere

The **Wolong Caverns** are massive, and can be quite confusing at times. Try to gauge your progress by the "landmarks" that are scattered about the caverns. The first landmark you'll come across is the bridge to nowhere (A). Looks like we may be back here later...



Meet the brothers Caris & Drazin

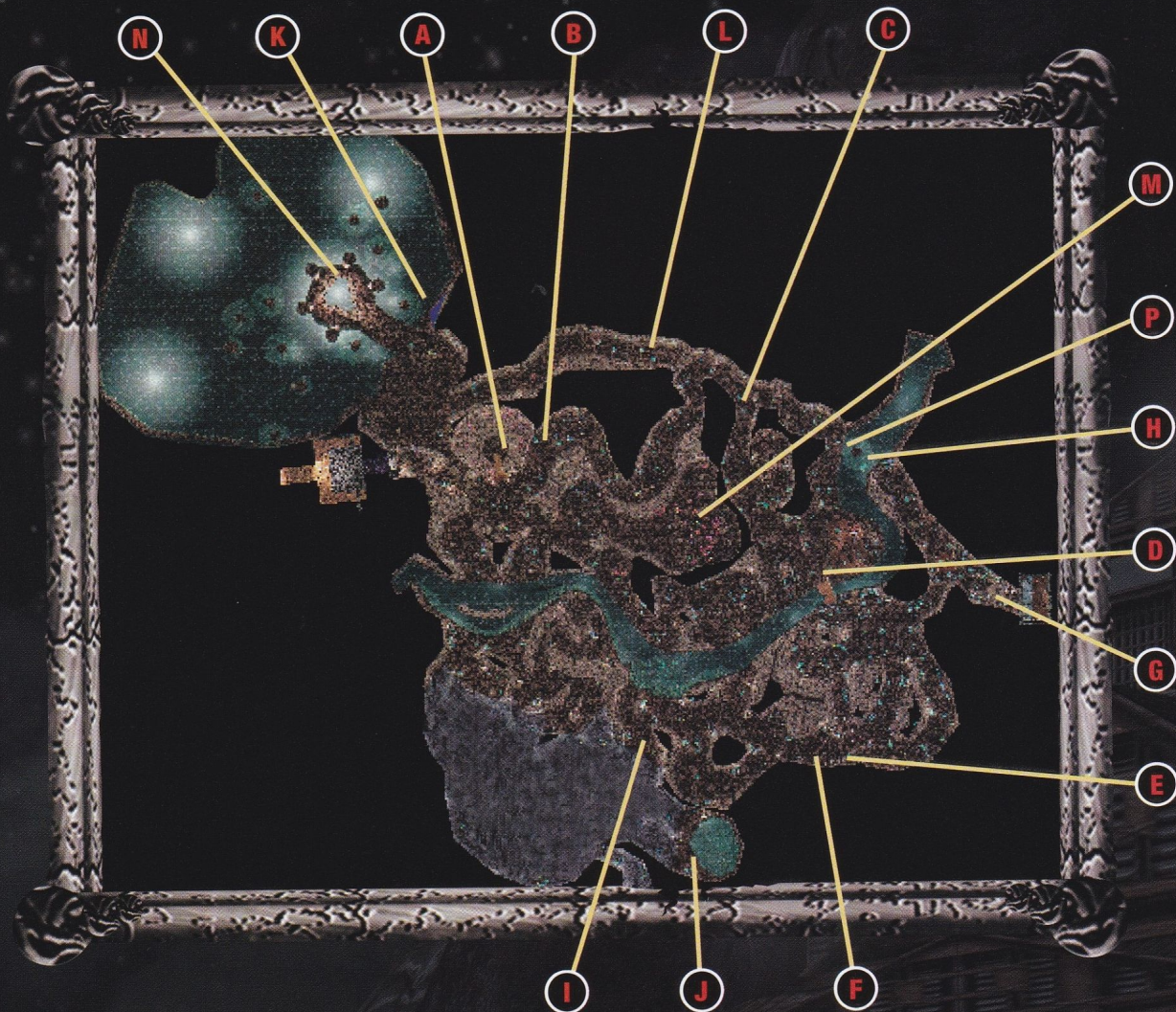
Just down the path is Caris the Damned (B). He speaks of the eternal hell that he and his three brothers share in the caverns. One of the brothers, Drazin the Tormented, is up ahead at the crossroads (C). Left or right, is his question to you. For now, go right!



Stakes are dropping from the ceiling!

After you defeat one **Frozen Bone Knight**, you'll soon come up to another one standing on a ridge. The area is a trap — if you go straight for the Knight, hundreds of stakes will come out of the ceiling, inflicting major damage to you, and blocking the path to the Knight as well. Turn around and go back to Drazin and take the left path!

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LEGEND

A - Bridge

B - Caris the Damned

C - Drazin the Tormented

D - Knight Camp

E - Stake Switch

F - Azha the Archlich

G - Red Dragon Scale

H - Bougu-Dou

I - Balis the Demilich

J - Tiandi

K - Ngaru's Ghost

L - Bow of Piercing

M - Tail of Rokhul

N - Pool of Wonders

P - Secret Room

Head over the Bridge

The path to the left will leave some party members cursed, but that's better than dead! Just past the Curse blowing gates is what looks to be a Bone Knight camp of some sort (D). There is one exit out of the camp — straight over the bridge.



Check your Inventory

The area you just came into contains many foes: Ice Witches, Bone Knights, and Frozen Bone Knights. This would be a good time to assess your party's strengths and weaknesses. For example, the enemies in the caverns (especially the Frozen Bone Knights) are vulnerable to Fire attacks. So, if you've got it, equip Joseph with the Sword of Spirits, the Bacite Medallion, and the Ring of Flames. Fleece should have max armor and the Warding Necklace, and Rosalind should have the Farseeing Necklace, Ring of Flames, and Ring of Blessings. Also, equip Fleece with a Fine Bladed Katana, as she will be more useful with the sword than she will be with a bow.



Area of the Ice Witch

Once you cross the bridge, the area on the left will be littered with enemies. It's best to stay against the left edge, and try and draw a few of the Bone Knights and Frozen Bone Knights away from the central area, which has four Ice Witches there. The Witches have powerful spells, and when combined with the other foes, they are too powerful. Get rid of a few Knights, then you can make quick work of the Witches.



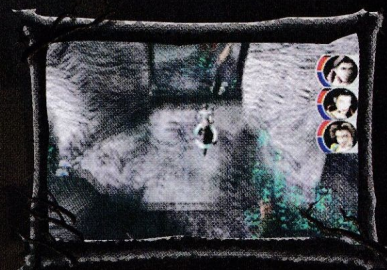
Find the Red Dragon Scale

The area has four paths to choose from — the middle two paths lead to the same place. Go to the far left, instead. You'll come across a small temple-like area, guarded by a couple of Witches and Knights. The battle is tough, but the rewards are great. You'll find the Red Dragon Scale (G) under the temple, and a Bougu-Dou piece of armor a little stretch back behind the temple (H).



The Secret Room

A little to the right of the temple is where you'll find a switch that opens up a hidden door, leading to a secret area (P). Watch out, though, as there are three Ice Witches waiting for you! Have Rosalind use her Silence spell so the Witches won't be able to cast any spells. Then, the goods in the back room (up the stairs) are all yours.



Azha the Archlich

Take either of the middle routes and you'll come across a wood lever (E). Throw the switch and stakes will come flying down in front of you, signaling it would be best to go around that area (to the right of the switch). Azha the Archlich (F) is just beyond the switch, and be sure you don't challenge him to a fight — not yet, anyway.



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Balis the Demilich

Just up ahead from Azha is Balis the Demilich (I). He says he wants a bone from Azha, after you kill him, and then he'll show you the way to the Pool of Wonders. Guess it's time for a fight after all. You can't beat Azha the traditional way, he takes on no damage. Instead, lure him to the stakes below, leaving one person down by the switch (Solo mode). When Azha and the person he's chasing are in the stake zone, toggle to the person manning the switch, and let 'er rip. It may take a couple of tries, and you may lose a party member (or two), but it'll work!



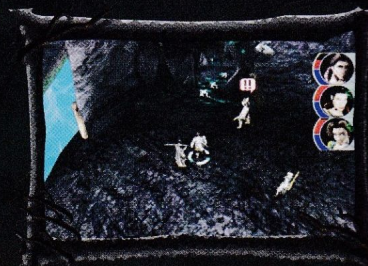
The Fate of Rhukha

Tiandi can be found near the bottom of the cavern (I). He tells you the story of the four dragon rings, and also fills you in on what The Fate of Rhuka was. You'll earn 2000 XP for your efforts.



Follow Balis to the Pool of Wonders

You can go back and give Balis the bones of Azha. He'll then lead you to the area that leads to the Pool of Wonders (N) and the Plant of Rokhul (M). You have two choices from the starting point—go left (down).



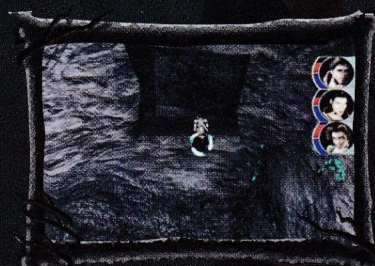
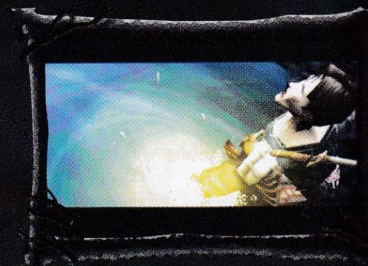
The Tail of Rokhul

These plants are very well protected (M). Be prepared to use all of your magic and skill. Use the Silence spell on the witches, and have Rosalind cast spells from a distance while Joseph and Fleece go toe-to-toe with the Knights and Minotaurs. When the battle is done, simply grab a piece of the plant and head for the Pool of Wonders.



Ngaru's Ghost

At the front of the Pool of Wonders, Ngaru stands guard (K). He'll give you the Ring of Water, and then you can lose the "One-Hand" nickname!



Take the Short Way Home

As you leave the Pool of Wonders, go up the path on the left. It leads to a switch which will open up a door that gives you a shortcut out of the caverns. Pick up the Bow of Piercing (L) before you go. Exit to the right once you get through the opening.

Retake Wolong

Storm the Orenian Soldiers

It seems that daybreak has arisen, and Wolong shines bright in the morning sun. But, alas, all is not as it appears. You are met by a young Jade Temple Soldier who informs you that they are trapped on the platforms. Now that the three of you have appeared, you can help them make it down the mountain.



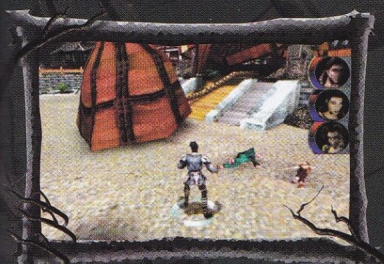
And Then There Were Three

There will be many Jade Temple Soldiers fighting alongside of you in the beginning, but by the time you're just about at the bottom, you'll be on your own! Just keep everybody in the party healthy, and you should have no problem making it to the village.



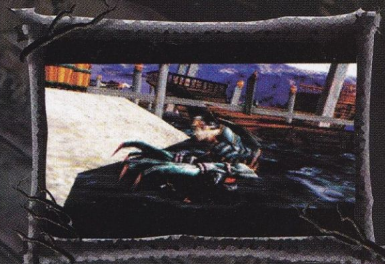
Sunday Bloody Sunday

Once inside the Wolong Village, you'll find that there has been bloodshed and destruction everywhere. There's nobody left to talk to, just numerous Orenian Soldiers. Looks like you'll have to let your sword do the talking for you!



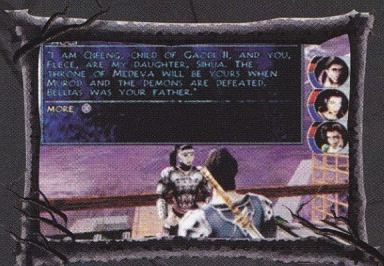
Boss: General Pijian

Back at the docks, where you first entered Wolong, awaits General Pijian and three henchman. This will be no easy task! Try all of the usual tricks (Protect, Empower, etc.), but it may be your cleverness that ultimately wins out! Have Joseph summon the Imp, and then concentrate on getting rid of the Soldiers. Try to keep Rosalind alive, so she can use her "Revive" spell to bring the dead back to life with full health. If needed, you can take a character out of the immediate vicinity, and fight a soldier away from the rest of the mayhem.



Flece is really Sihua, daughter of Aoqi, who is really is Qifeng

After the battle, you'll meet Aoqi, and learn of Flece's true lineage — she's "blue-blood" after all! Wow — what a story! However, it's time to move on and meet up with...



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Return of Jekhar

Jekhar waits between buildings near the docks. He not only has an interesting story to tell, he also has the second Dragon Ring — The Ring of the Four Winds! It's now time to move on to Liangshan, northeast of Wolong!

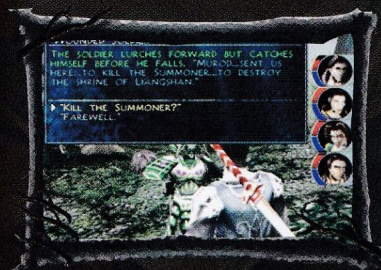


Liangshan Forest



LEGEND

- A - Wounded Soldier
- B - Bridge 1
- C - Piabo
- D - Secret Cave
- E - Bridge 2
- F - Shrine



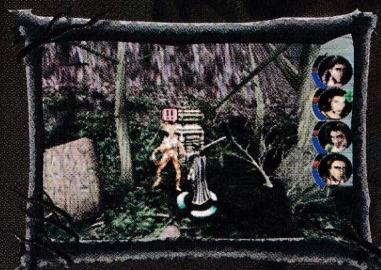
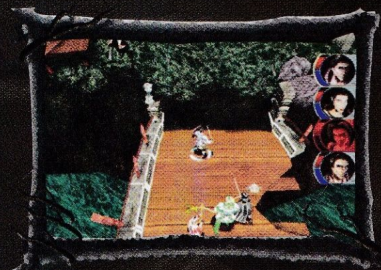
The Wounded Soldier

The travels through the Liangshan Forest begin simple enough — follow the path! Soon you'll meet up with a Wounded Soldier (A), who informs you that Murod sent them there to kill the Summoner!



The Doctor is Always In

Once you walk through the green fog, you'll be poisoned, and there won't be a cure until you make it to the shrine. Health management is essential — use the Vitalize spell to keep the troops alive. If Rosalind has the Vitalize spell, change her AI to Support, that way she won't waste precious AP during fights. Of course, it would be wise not to stop for unnecessary fights! The 1st bridge is your next checkpoint (B).



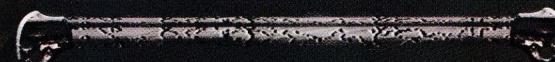
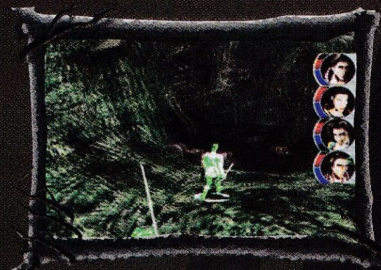
Piabo's Box

On the way through the forest, you'll meet Piabo in the cemetery (C). She wants to be a girl again, and gives you her Immortal Soul (in a box) to throw into the abyss in the Wolong Caverns!



Secrets of The Dakhanim

Be sure to check out the secret cave (D), as you will find the Blank Parchment and a Shadow Medallion. You will need to take the Blank Parchment back to the Khosani Priestess Ilaru to fulfill the quest.



BOSS

As soon as you cross the second bridge (E), you'll be face to face with the Tiger Rider and the Serpent Rider. Have Flece use a Fine Katana, and leave Rosalind to attack from a distance with the Lightning and Fireball spells. Keep an eye out to Revive (often), and you'll be finished with these guys in no time.



Guardian of the Shrine

The Guardian of the Shrine is just up ahead, and he can cure you of that evil poison! Unfortunately, there's no time to rest as Murod's men are coming across the bridge! Don't go to them, let the army come to you, as you'll need the help of the Guardian of the Shrine.



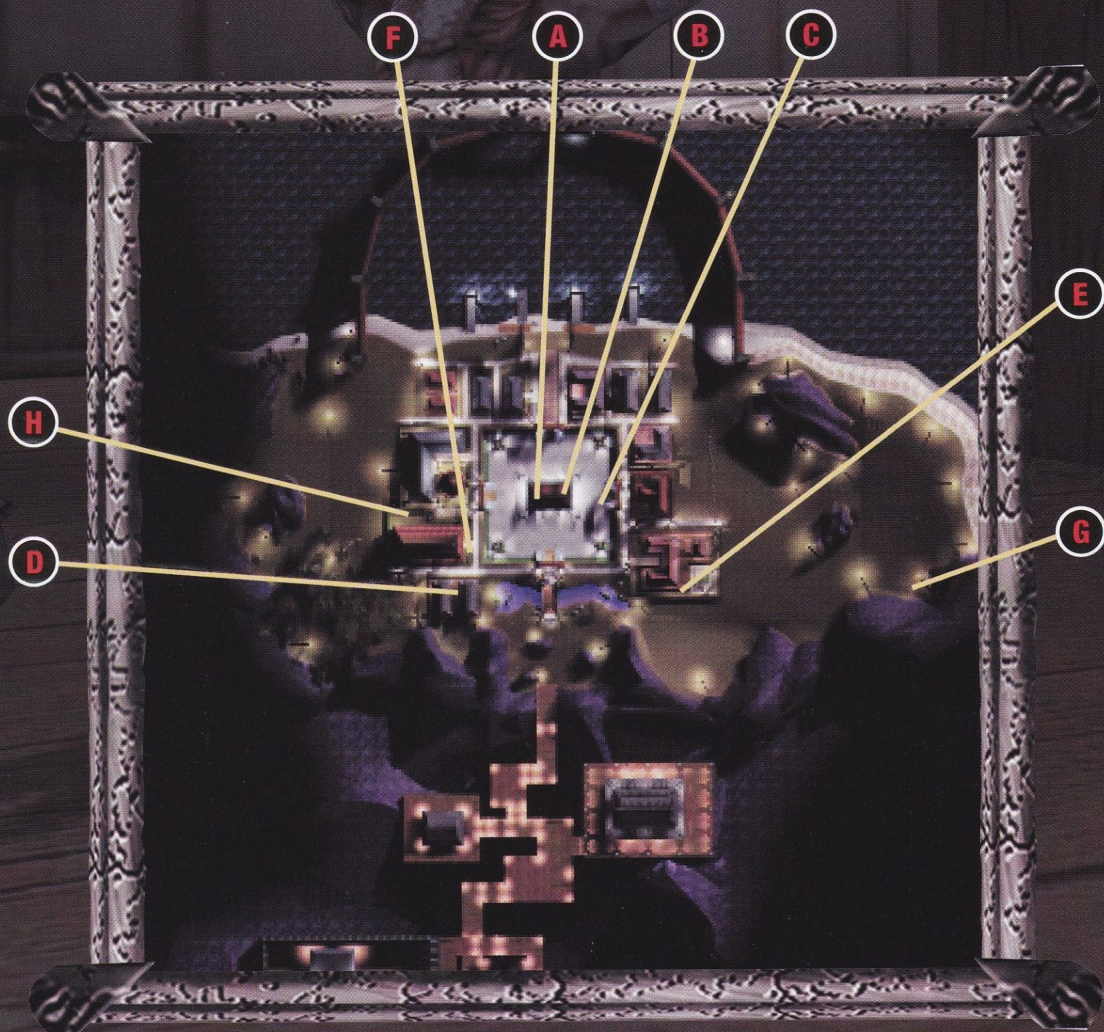
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BOSS

The Orenian Soldiers, **Mages**, and **Greater Mages** are led by **General Wentao**. These guys come in waves, and it seems like it doesn't stop! First, have Joseph summon a **Celestial Samurai**. Next, keep Rosalind out of the picture so that she can **Vitalize** the party and **Revive** the dead. Hers is the most important job! If you have time before they get there, have Joseph **Protect** the group. **Make** sure Fleece is using the best sword you've got (**Fine Bladed Katana**, most likely), and take control of her, switching to Rosalind when needed. After that, it's an all out blood-letting, with little time to regroup before the next wave. Once you've rubbed out the last enemy, you can get the **Ring of the Forest** from the **Guardian**, and then you can exit out to the **World Map** from behind the Shrine.



Wolong — Day 2



LEGEND

A - Wolong Merchant (Armor)

B - Caishi

C - Wolong Merchant (Weapons)

D - Nandi the Gatherer

E - Longyue

F - Wolong Merchant

G - Head (Piece of Statue)

H - Piabo

Wolong Merchant Armor

Sabatons	1000
Studded Boots	300
Springsteel Boots	5000
Iron Gauntlets	5000
Chainmail Gauntlets	10000
Bough-Kote	10000
Springsteel Gloves	3000
Steel Gauntlets	20000
Studded Pants	500
Leather Breeches	100
Silk Breeches	100
Chainmail Leggings	5000
Studded Leather	1000
Haramaki	10000
Boiled Leather	5000
Springsteel Leather	10000
Steelshod Leather	10000
Chainmail Tunic	10000
Bougu-Dou	10000
Breastplate	100000
Scutum Shield	5000
Collar of Health	50000
Collar of Precision	10000
Swordsman's Torque	10000

Wolong Merchant Weapons

Heavy War Axe	5000
Forecleaver	100000
Heavy Battleaxe	10000
Warhammer	100000
Flanged mace	10000
Assassin's Crossbow	50000
Long Bow	10000
Heavy Crossbow	200000
Nagitana	50000
Ironwood Staff	10000
Yari	50000
Naginata	100000
Wakasashi	10000
Fine Katana	1000
Nodachi	100000
Parrying Dagger	5000

Wolong Merchant Potions

Revive Scroll	150
Tome of Revive	600
Fire Arrow Rune	25
Fire Arrow Tract	100
Fire Arrow Scroll	50
Fire Arrow Book	200
Fire Arrow Tablet	100
Fire Arrow Tome	400

Icicle Rune	25
Icicle Tract	100
Icicle Scroll	50
Icicle Book	200
Icicle Tablet	100
Icicle Tome	400
Lightning Rune	50
Lightning Tract	200
Lightning Scroll	75
Lightning Book	300
Lightning Tablet	150
Lightning Tome	700
Interno Scroll	75
Meteor Scroll	75
Curse Scroll	75
Ice Coffin Scroll	75
Invisibility Scroll	75
Blizzard Scroll	75
Recovery Tonic	50
Elixir of Recovery	100
Health Tonic	340
Healing Elixir	1000
Cleansing Tonic	400
Cleansing Elixir	1000
Invisibility Draught	500
Drithen's Brew	340
Tristan's Libation	400

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Return to Wolong

You could go to the Jade Temple right now, but odds are you will need to replenish your resources before facing Murod. You'll be in luck, too, because Wolong now has lots of people to sell you stuff, and you will encounter even more quests! The first thing to do is to go see the Wolong Merchant selling armor (A). Evaluate your party members' armor, and then buy the best stuff you can afford!

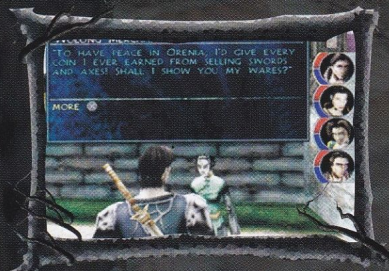


Talk to Caishi the Sculptor

Standing beside the armor merchant is Caishi. He's a sculptor and he needs your assistance in finding the three missing pieces of his statue. The soldiers smashed the statue into pieces, and they are spread out all over the place. Return the arms, legs, and head to Caishi to collect your reward.

Visit the Weapons Merchant

The Wolong Weapons Merchant (Q) is another person you should see for upgrades. You will be able to sell all of the smaller weapons you no longer need, and buy some impressive weapons like the Forecleaver, Warhammer, and Heavy Crossbow.

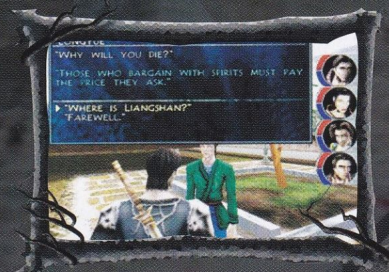


Nandi the Gatherer

Nandi (D) wants to make you a special gift, but there's a catch — you must find the plant "Sparrow's Egg" before she can make it for you. You'll have to search for the plant in the "wilds outside of Wolong", and then return it to her.

Longyue lost his Hat

Longyue (E) gave his hat to the spirits in order that they might save his life. Now, he wants it back. Unfortunately, the hat is in Liangshan Forest, and he's afraid to go there!



Visit the Potions Merchant

You'll need to fill your bag full of the tracts, runes, scrolls, and tomes that the potions merchant has for sale (F). Don't be cheap — you have enough gold to buy one of everything, and in the case of the Ice Coffin Scroll, buy those by the dozen! Actually, FIFTY is a good number to carry. They work great when you just want to get rid of an enemy!

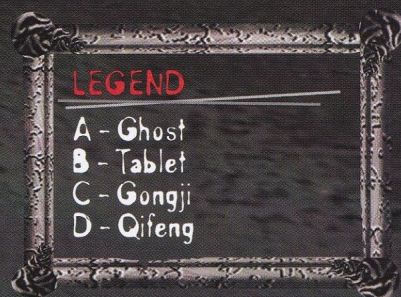
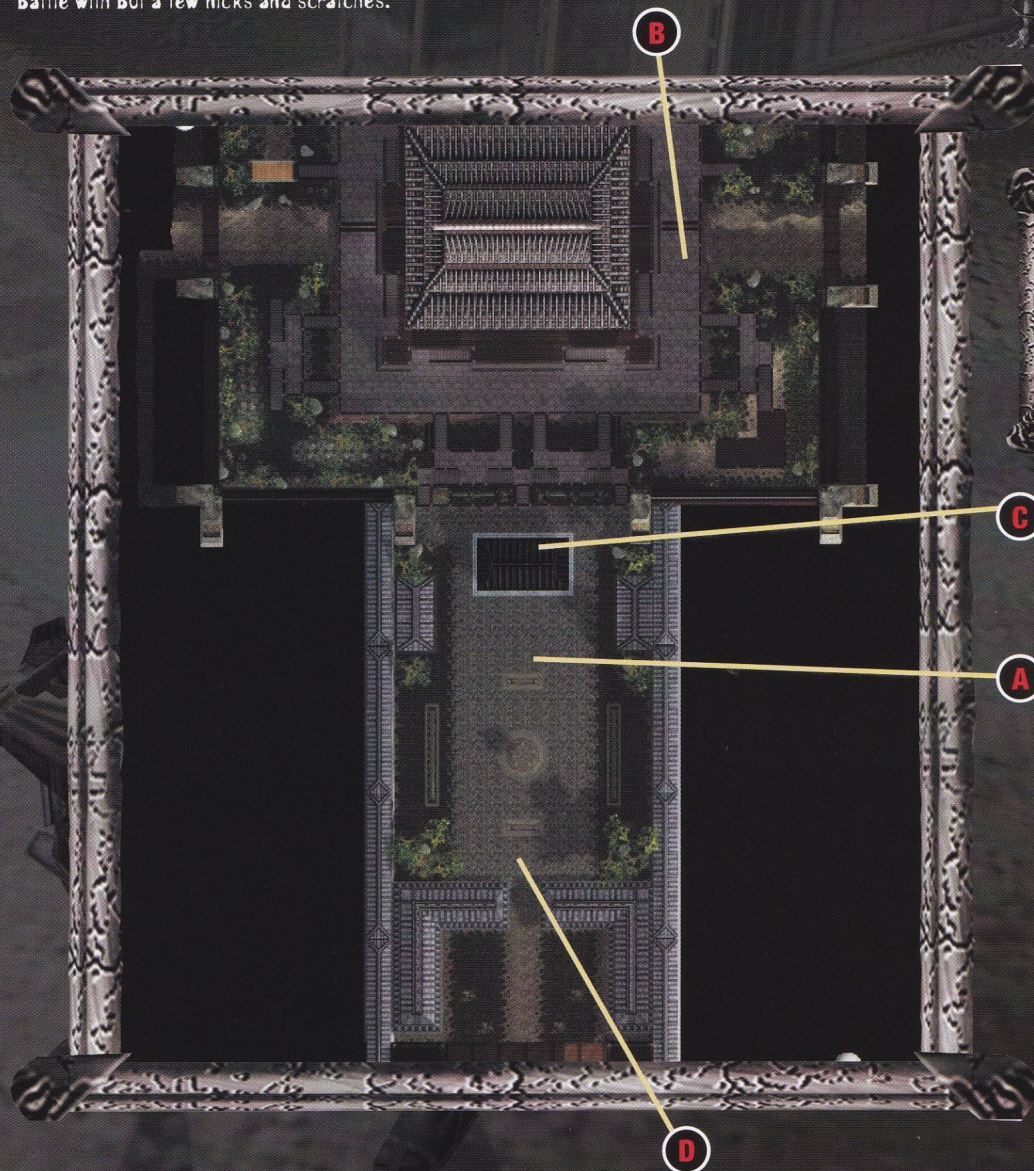


The Child of the Spirits (See map on page 78)

If you need a few XP before you take the gang to the Jade Temple, head up to the Wolong Caverns and throw the box you received from Piabo into the sacrificial pit. The pit is where the wood pier stands, just inside the cavern (A). Don't open the box, just toss it in there! Head back to the village, and you'll find Piabo in her human form (H). Big XP is the reward, as well as the Ring of Control.

Head to the Jade Temple

Now you're ready for the big-time! Gather the troops and head northeast to the Jade Temple. There are a few guards standing by, but the real adventure begins when you get to the center (A). The Ghost and Tiger Riders await your arrival. These guys are no match for your strength, and you should get out of the battle with but a few nicks and scratches.



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Grab the Khosani Map

There's a small tablet over in the upper right hand corner (B) of the outside of the Jade Temple. Once you've got it, you'll identify it as a very valuable Khosani Map. This may come in handy later.



Boss — Murod

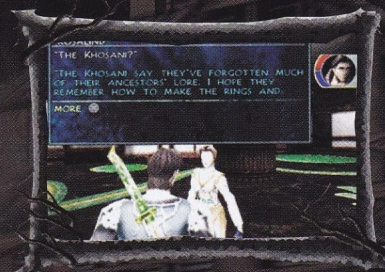
Before you enter the inside of the temple, summon a helper! The Celestial Samurai is a good choice, but any of them will work just fine. There are two OG Mages behind the wall in the back. Get rid of them first by walking along the inside wall of the temple, thus not triggering your meeting with Murod. Once they're out of the way, the real fight is on. Murod has two phases, and has a powerful Paralyze spell that turns a victim into stone. Make sure to keep your healer nearby, and use the Cure spell to remove it. Murod will disappear and reappear frequently, so you need to keep an eye on where the rest of your party members are going, so you can keep up! When the first Murod perishes, he leaves behind a 100-

fold Katana. Pick it up and equip Joseph with it. Murod's second form is that of a hideous beast, but it doesn't call for anymore special attention than you gave his first incarnation. You just may find yourself using the revive spell more often! Don't forget to use the books, tomes, and all of the other magic you purchased — now is the time to let it all flow! Be sure to pick up the "tome" the monster Murod leaves behind.



Talk to the Party Members

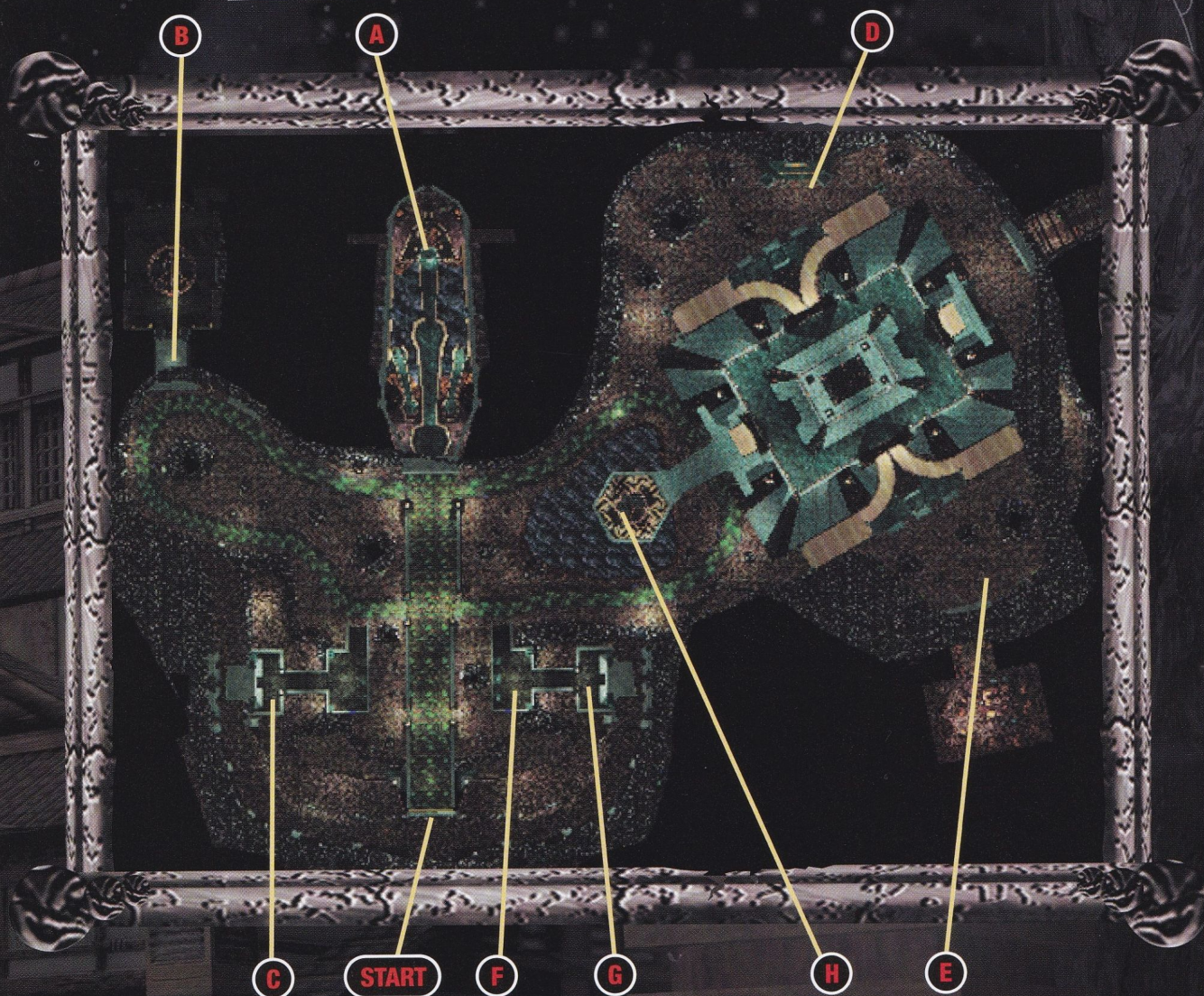
After you grab the Jade Dragon Ring, you'll need to talk to each of the party members to find out what to do next. There's more work ahead, they say, as we still need to get the original four rings. The way back to Medeva is uncertain, and Flece believes that Qifeng may know how to get there. Rosalind suggests that the first thing to do is go and see the Khosani to see if they can make new rings.



Talk to Gongji and Qifeng

Gongji (C) will be pleased to take the Dragon Scales you have collected thus far. Next, visit Qifeng (D) and find out what's next — it's off to Saanavarh to visit the Khosani.

Defeat the Demon of Fire



LEGEND

- A - Ulsadana
- B - Entrance to Cab
- C - Khosani Merchant 1
- D - Keeper of Lore
- E - Khosani Merchant 2
- F - Ecarh the Merchant
- G - Khosani Merchant 3
- H - Icaru the Priestess

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Listen to the Ulsadana

You learn from Ulsadana that you must return to Iona to get the sacred scrolls. The four demons must be returned inside the rings, but the rings the Khosani are making won't do you any good without the writings on the tablets. She also tells you that they have trapped the Demon of Fire in the labyrinth, and that you can go fight him when you get back.



Nobody's Talking

You have a couple of quests that you could fulfill while you're here, but everyone appears to be mad at you for deceiving them. Maybe they'll be happier next time you return! In the meantime, the merchants are still selling (those salesmen), so if you need anything, you can get it here (E), here (C), and here (G).

Khosani Merchant Weapons

Woodman's Axe	500
Medevan Hatchet	5000
Medevan Battleaxe	1000
Heavy War Axe	5000
Forecleaver	100000
Heavy Battleaxe	10000
Warhammer	100000
Spiked Mace	5000
Flanged Mace	10000
Reinforced Bow	1000
Assassin's Crossbow	50000
Long Bow	10000
Reflex Bow	1000
Heavy Crossbow	200000
Nagitana	50000
Hardwood Staff	1000
Ironwood Staff	10000
Yari	50000
Nagitana	100000
Pole Axe	5000
Sabre Halberd	10000
Sabre	5000
Fine Bladed Katana	5000
Wakasashi	10000
Fine Katana	1000
Nodachi	100000
Parrying Dagger	5000

Khosani Merchant Armor

Reinforced Boots	500
Sabatons	1000
Dragon Boots	500
Studded Boots	300
Springsteel Boots	5000
Iron Gauntlets	5000
Chainmail Gauntlets	10000
Plate Gauntlets	25000
Springsteel Gloves	3000
Steel Gauntlets	20000
Chainmail Leggings	5000
Springsteel Leather	10000
Steelshod Leather	10000
Chainmail Tunic	10000
Platemail	500000
Breastplate	100000
Scutum Shield	5000
Kite Shield	10000
Heater Shield	1000
Battle Torque	300000

Khosani Merchant Jewelry

Ring of Health	5000
Pyros Ring	5000
Ring of Blessings	2500
Ring of Dexterity	2500
Ring of Protection	2500

Preservation Ring	50000
Ring of Shadows	10000
Ring of Aggression	10000
Ring of Storms	10000
Ring of Control	50000
Berserker Ring	5000
Necklace of Stealth	25000
Medallion of Vigor	80000
Medallion of Night	2500
Garnet	10000
Iolite	75000

Khosani Merchant Potions

Recovery Tonic	100
Elixir of Recovery	500
Health Tonic	500
Healing Elixir	1000
Panacea of Life	5000
Cleansing Tonic	400
Cleansing Elixir	800
Invisibility Draught	500
Drithen's Brew	340
Tristan's Libation	400

Forest Merchant Weapons

Forecleaver	100000
Warhammer	100000
Yari	50000

Nagitana	100000
Nodachi	100000

Forest Merchant Jewelry

Pyros Ring	5000
Preservation Ring	50000
Ring of Storms	10000
Ring of Repulsion	50000
Ring of Control	50000
Ring of Slaying	5000
Berserker Ring	5000
Necklace of Stealth	25000
Medallion of Vigor	80000
Pipe	50
Perfume	100

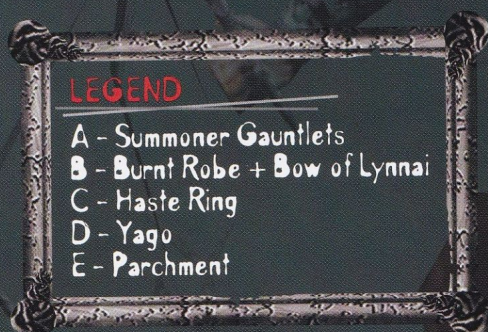
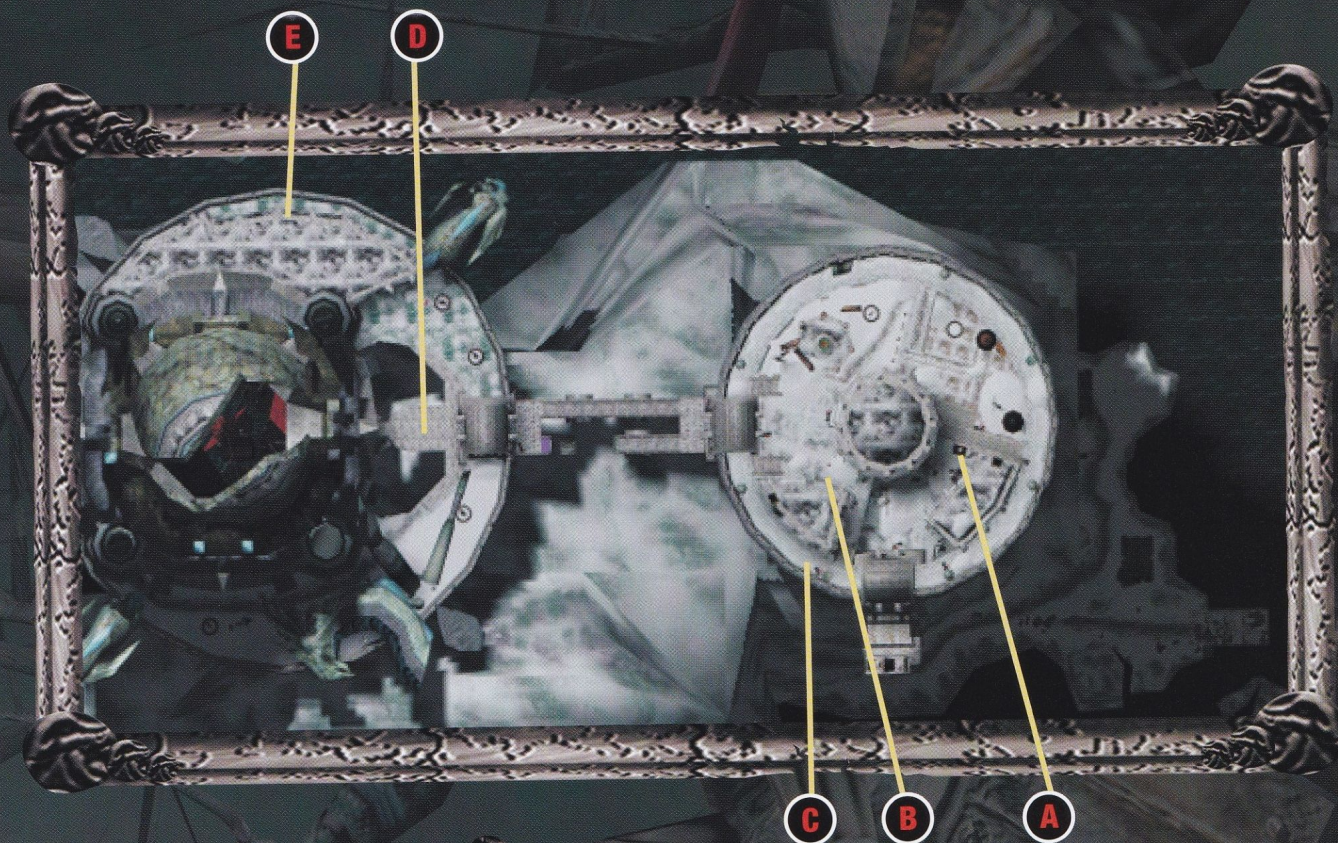
Forest Merchant Magic

Revive Scroll	150
Fire Arrow Tome	400
Icicle Tome	400
Lightning Tome	700
Inferno Scroll	75
Meteor Scroll	75
Curse Scroll	75
Ice Coffin Scroll	75
Invisibility Scroll	75
Blizzard Scroll	75



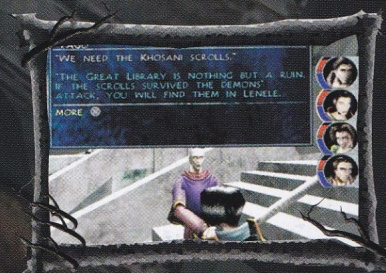
Back in Iona

Things sure have changed — and for the worst. Check the hole-in-the-wall and find the Summoner Gauntlets (A). In the building down the courtyard (B) are bags containing the Bow of Lynnai and Burnt Robe — both great items for Rosalind.



Our Old Friend Yago

Who should be standing on the steps of the Great Library other than Yago (D)! You get to know more of the story, but you also learn that if the Khosani Scrolls survived, they'll probably be in Lenele. Yago has a theory that if you split up in groups of two, you may make it into the Lenele Palace.



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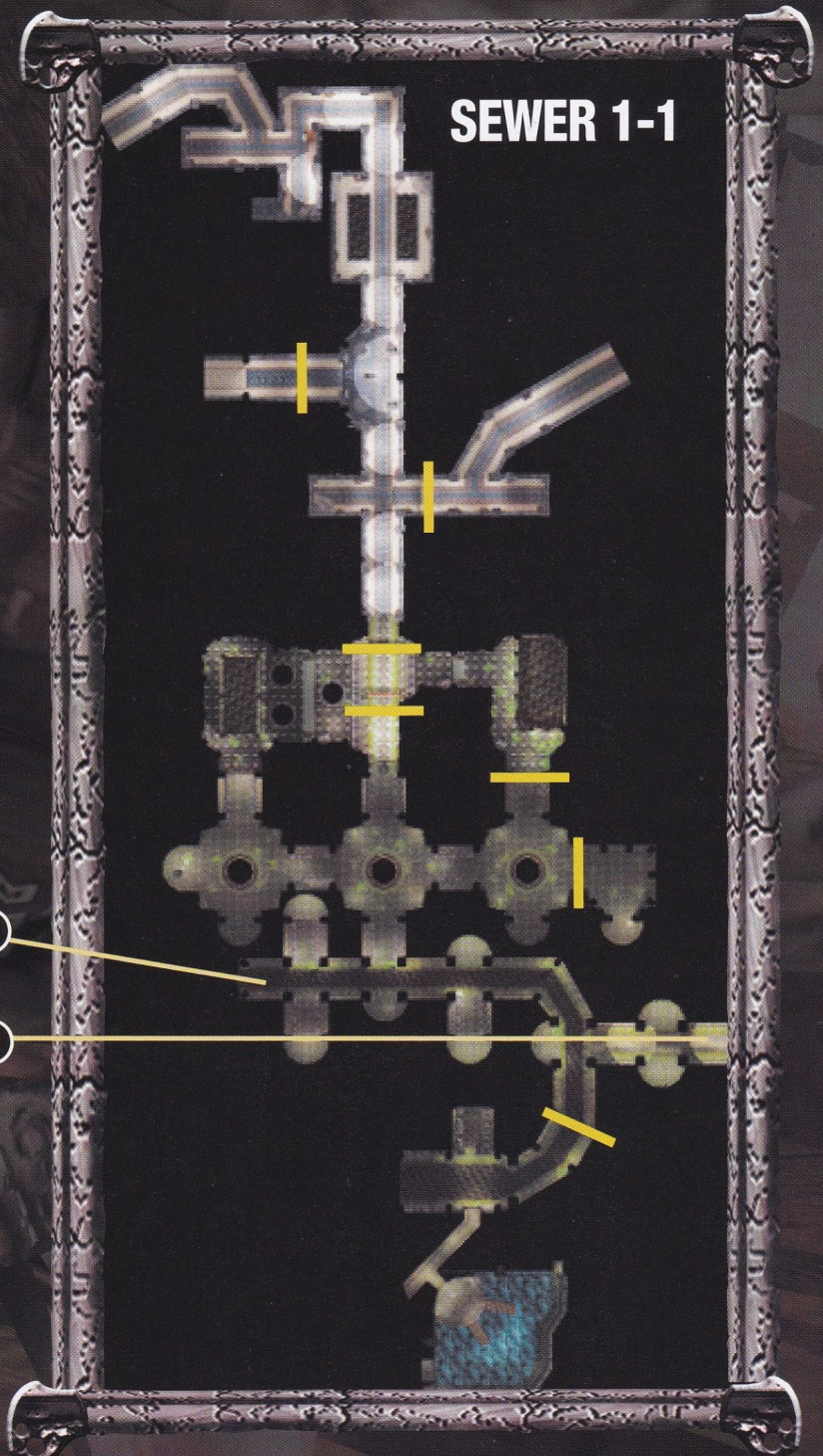
Jekhar & Rosalind In Lenele

Jekhar and Rosalind split up to try and get into the palace. There are many enemies, and the Lich is especially difficult. Avoid him if you can, and use an Ice Coffin if you can't. Take the stairs (A) down to the docks, and enter into the sewers (B).

LEGEND

N - Exit to Marketplace
P - Dehilos Helo's Carving

SEWER 1-1





Grab the Special goods (See map on page 39)

The sewers are full of good items, and nasties, but nothing Jekhar and Rosalind can't handle. Jekhar does major damage with his Kick Chain Attack — combine that move with the Desperation move, and you'll make quick work of the monsters. There's a Dehilos Carving (P) in the far reaches of the sewers, and a Parchment on the piers (G). The biggest monster ever seen resides down by the second level (E). Exit through the Marketplace entrance (N).

Use the Ice Coffin

Down along the banks of the river, Liches, Mummys, and Frozen Bone Knights gather. It can be very difficult just getting to the streets above! A good strategy to employ is to go in Solo mode, get in range of the bad guys (they are usually in groups of two), and then cast an Ice Coffin Spell on one of them — the Lich would be first choice if he's one of the pair. If your supply of Ice Coffins is low, have Rosalind cast the Silence spell on the Lich. After that, you can return the other party member, and both of you can battle the remaining baddie! Be sure to set the AI for Rosalind as the Caster/Healer.

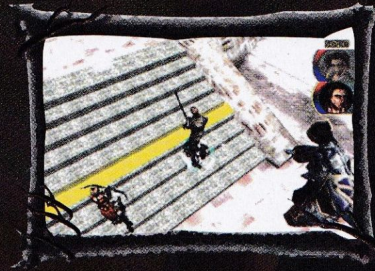


Grab the Items

When you get up the stairs, cross the bridge to the right and head into what was once the Crown District. This section doesn't get any easier — more Liches, Frozen Knights, and Mummys. Work your way to the Ring of Mastery, and then keep going until you get to the Berserkers' Torque.

Take the Stealth Approach into the Palace

From where you found the Berserkers' Torque, try this method of getting to the palace. Take control of Rosalind in Solo mode, then turn invisible. Run along the left side of the street, avoiding all of the monsters along the way. Get to the steps of the palace, then switch over to Jekhar and do the same thing with him. Once at the steps, he'll have to fight the Golems before entering the palace.



Boss: Sornehan & Galliene

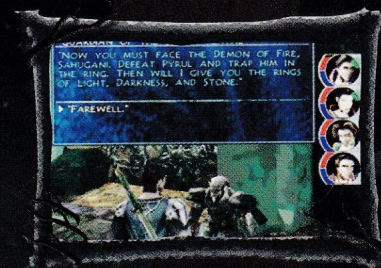
Once inside the palace, there are many more Knights & monsters to fight, but you can avoid them by using the ol' invisibility trick. Make your way to the back of the room (follow the blue carpet), and then it'll cut into a lengthy cinematic sequence. When all the talking is done, you're in for the most difficult battle yet! The first thing to do is to get Rosalind to Silence the Queen, and it may take a few tries. After that, let Jekhar fight with Sornehan, while Rosalind bombards him with everything you have. He's got over a 1000 HP, but once he's finished, you can pick up the Sornehan Dagger and use it against Galliene. Unfortunately, she's

invulnerable to everything but piercing, so Rosalind's magic spells won't work against her. The Sornehan Dagger does enough damage — so much so that it will only take a dozen or so good swipes at Galliene to bring her down. Once it is over, pause, & wipe the sweat off of your forehead. If you want, you can search around to find some useful items, and then exit the same way you came in.

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City of Khosani

The Ulsadana and two elders await your arrival at the entrance to the Saanavarh, and they're prepared to give you the Ring of Fire. After you've received the ring, make way to the Keeper of Lore, where you'll receive HUGE XP for returning the information and items of Rhuka's past. Go to the Guardian of the Stone Portal, and let the journey begin!



Burning Bone Knights

As you make your way through the labyrinth, the first real challenge comes when you enter the "turn the stones" room. Four Burning Bone Knights will jump the party when you cross the archway. Have Rosalind stand by with the healing spells, and put a weapon in the hands of Fleece. The steps down after the room contain another four of these super bad guys! And, the baddies just keep coming after that point.

Boss: Pyrul

Pyrul has some lethal fire-breathing techniques, so it's best to keep Fleece and Rosalind as far away as possible. Use the Protect, Faith, Silence, and Empower spells before you begin the battle. Don't be stingy with the inventory, either, 'cause you can go get more AFTER the battle! As Joseph or Jekhar, run in and do some damage, then get out and heal yourself. Keep the ladies firing away with their bows. As Rosalind, use all of your weapon spells, but keep an eye on your AP level. If it gets too low and you lose a party member, don't waste what little AP you have bringing them back to life. Concentrate on Pyrul instead, and you should be able take him out handily.



Add Three New Quests

Before you leave, there are three more mini-quests you can add to the journal. Visit our old pal Elarh, and he'll tell you that the seeds from Beelon don't work, and he'll gladly pay you 100,000 if you figure out how they will. On top of the palace area is Saato and Athodi, two Khosani priestesses that have different quests for you.

Uligo the Artisan

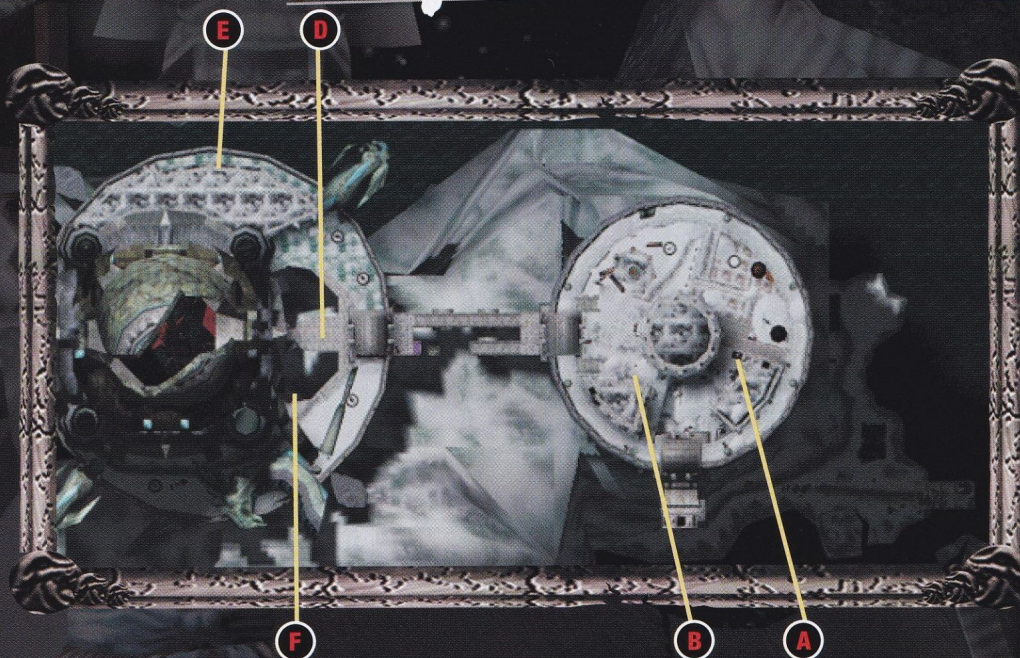
You can get 40,000 XP for simply talking to Uligo the Artisan, who stands on the steps leading up to the Khosani Jewelry Merchant. Next time you meet the King of Talas, you'll need to tell him to go to Saanavarh and thank the Khosani for the items they made for him 800 years ago.



Get the Rings

As you leave the City of the Khosani, the Guardian will give you two of the three rings he promised. The Ring of Darkness is not ready, he says, and you should come back to see him after you capture the other demons. Looks like it's on to Iona!

Demon of Light & Demon of Stone



LEGEND

- A - Summoner Gauntlets
- B - Burnt Robe + Bow of Linnai
- D - Yago
- E - Parchment
- F - Iodir the Heretic

Back to Iona

There's a formidable group of Liches and Bone Kings waiting for you when you get into Iona. Summon a Samurai, use the Protect and Faith spells, and then have at it! They leave behind some very useful items (Magus Gauntlets & Anti-Magus Torque).



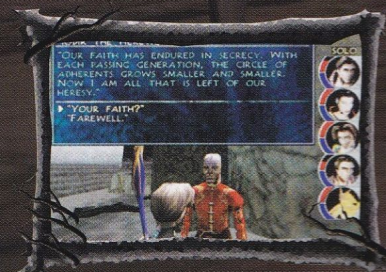
Boss: Demon of Light

The Demon of Light has a powerful laser that inflicts mucho damage, but if you can stay out of harm's way, you will be fine. Summon whichever creature you like, then do the usual pre-fight casting of spells to protect your party. For this one, keep Flee away with Rosalind, and have her use whatever the best bow is that you currently have at your disposal. Rosalind, as always, will be the most important party member as she will need to keep an eye on all of the other members. While not healing someone else, have Rosalind use her Fire Arrow spell. It'll be over in short order, and then you can collect your rewards — there's a parchment on the Minor Library.



Iodir the Heretic

Around the other side of the major library is where you'll find Iodir the Heretic (F). He's the one that is looking for the Tome of Ghanis — that book you've been carrying around for a very long time! You'll get 10,000 XP and a Thermal Medallion for your efforts.



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Head to Ikaemos

The swamp area has many stone element creatures, so you will want to use blunt weapons where possible. Be sure to pick up the **Parchment (E)** and the **Muhul Carving (D)** before you leave. The front entrance has been blocked, but you can get into the palace from the side entrance (F). Once you enter, the battle with Titus will begin, so you may want to **Heal, Bless, Protect**, etc. before you go in.



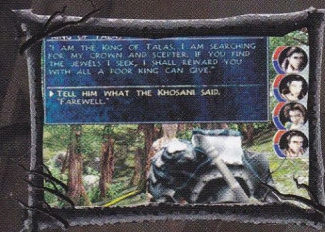
Boss: Titus

This beast of stone is best beaten with blunt weapons. Equip Joseph and Jekhar with the best blunt pieces you have in your inventory, and keep Rosalind and Fleece back with their bows. Titus has a charge move that inflicts great amounts of damage, and if the girls are too close, it will just about destroy them. Titus also has a crushing blow that just about stomps party members silly! Expect whatever beast you have summoned to get wiped out by this move, but Joseph and Jekhar should be able to withstand a few of the blows, thanks to their heavy armor and many HP. Once you have beaten Titus, be sure to scout out the surrounding areas to pick up some additional items (Magus Leggings, Hero's Sabaton, etc).



King of Talas

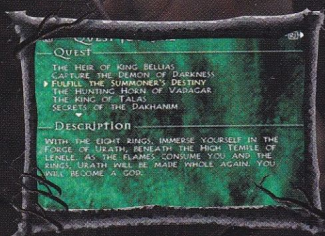
On the way back to the Saanavarh, you'll meet up with the King of Talas. Tell him what you learned from the Khosani, and get an easy 4000 XP.



Capture the Demon of Darkness

Joseph the God

Back in Saanavarh, the Guardian of the Stone Portal suggests that you talk to the Ulsadana before he gives you the Ring of Darkness. You learn from the Ulsadana that you can become a God once you've returned all of the Rings of Summoning to the Forge of Urath. This decision is called The Summoner's Destiny.



It's a Long Way to The Temple

The road to the Temple of Urath is long and filled with all sorts of monsters. Get yourself a companion quickly, and take all the appropriate precautions. It may take a couple of hours (!), but you'll eventually find yourself at the Temple!



Boss: Machival

This is it! The final battle. Of course, it will last a really, really, long time! The best monster we found to summon was the Wraith, as his ability to cast powerful Lightning spells, while staying out of the way of danger, is most handy! Machival will transform in to three distinct forms: Evil Urath, Evil Joseph, and ultimately, Machival. As Evil Urath, he will sprout wings and fly from side to side of the temple. You'll have to take the stairs to get up to each balcony, and as you do, you'll face plenty of Black Knights. In fact, they literally appear out of thin air. They won't cause you much harm, but they will slow your progress toward Evil Urath. Eventually, you may just want to take a couple of party members and head toward the center of the Temple (when Evil Urath is on his final HPs).

Once he is defeated, you'll face Evil Joseph. EJ isn't particularly difficult to beat, but he runs around a lot, forcing you to chase him around the temple. Control the Wraith, and just keep bombarding EJ with the Lightning Spell, and take control of any of the other party members should they fall low on HP. Once Evil Joseph is out, you can pick up the Summoner's Sword, and equip Joseph with it (assuming you've got at least a '9' in the Heavy Arms department). Machival is a brute, and you'll probably lose many members — just make sure you can Revive them. The swords work best against him, so try to have Fleece and Jekhar attack from the front, while Joseph slashes from the rear. With this set-up, you will be able to hit Machival with tons of HP, and take care of him with a flurry.

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Electronic Entertainment
Platform: PlayStation®2 computer
entertainment system

Summoner™

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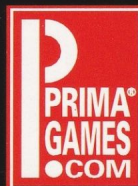
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